NINTENDO POWER®

VOLUME 31
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METROID

Galactic New Game Boy Hit

► Features

Super NES—
ActRaiser
NES—
Batman—Return
of the Joker

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TO THE PLAYER!

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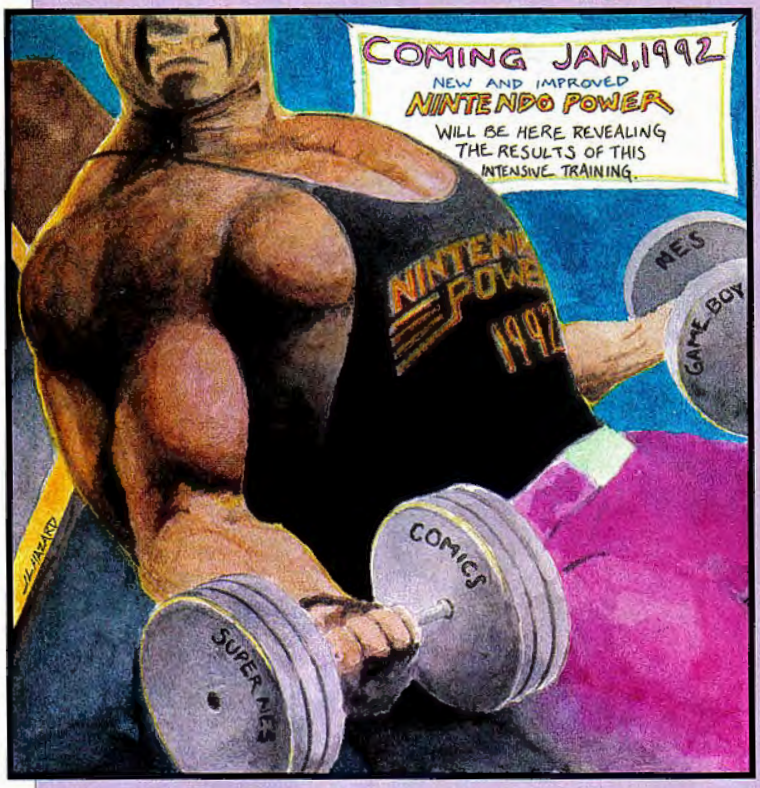
POWERLINE

● **Metroid II: The Return of Samus** leads off this month's Game Boy lineup, a fitting spot for a fantastic title that is even more complex than its classic NES predecessor. Fans have been screaming for another Metroid game, and they won't be disappointed when they see the depth of this sequel. Samus Aran is more radical than ever! In other Game Boy news, Master Higgins returns in **Hudson's Adventure Island**, and ninja favorite, Ryu Hayabusa, shows off slick new moves in **Ninja Gaiden Shadow**.



● **Remember the Game Boy Design Contest** we ran back in August? Sure, we expected lots of entries. We didn't expect tens of thousands, though! We got so many that they filled an entire cubicle and threatened to take over our Nintendo Power department! And talk about great--it was really tough to choose the three winners and the three runners-up that we're showing in this issue. In future issues, we hope to include some of the fantastic designs that didn't make the top six.

● For the NES, Batman's back--and so is his naughty nemesis, the Joker. The joke's on him, though, when Batman puts his mind and might into shutting down his not-so-funny performance. Not for the feint of heart, **Batman: Return of the Joker** is challenging to even seasoned players, and it's a must-play for Batman buffs.

● The sometimes creepy and always kooky **Addams Family** comes to the NES this month, just in time to hook up with the new movie that stars Anjelica Huston and Raul Julia as Morticia and Gomez. The Addams Family is, of course, based on the TV series from the '60s. It has been syndicated and shown widely ever since it went off the air, though, so it has gained fans that weren't even around when the series was running. In the NES adventure, Gomez has to find Morticia, who is being held somewhere in their spooky old mansion. It's a scream!

● To start off the new year with a bang, next month we're making some changes and adding new elements to Nintendo Power. Don't worry--you'll still find the best game play coverage anywhere in your monthly issue. In fact, we'll actually he adding pages to bring you more special features including regular, full-length comics.

NINTENDO POWER®

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VOLUME 31—DECEMBER 1991

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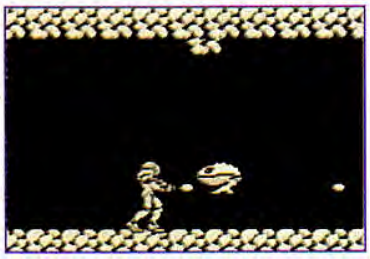

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Oh sure, the Super NES is awesome, but....

A few issues back, we asked you to tell us what your ultimate game system would do. A lot of you wanted your dream systems to do your chores and homework, while others just wanted theirs to spit out cold, hard cash. Here are some of the more interesting answers we received.

IF ONLY WE HAD 27 FINGERS!

My fantasy game system would be a complex 512-bit system. It could display 27,876,992 colors at one time and could play any game from any video game system that ever was or ever will be! There would be a miniature band inside that knew how to play any song! You could even buy a special chip that would allow you to make your own games for it! What game would come with the system, you ask: Super Mario Galaxy, better known as Super Mario Bros. 24! The system would come with six 27-button controllers and would cost $259.95. I would call it The Raw Power System!

Jimmy Peterford
Glen Cove, NY

16-BIT ESPRESSO?

Being a Nintendo fan myself and father of two young players, Ari and Trent, I jumped at the chance to dream up my very own video game system. Of course, I would include all the great features of the NES and Super NES, like the sharp graphics and sound. I would also have plenty of fun games that families like ours could play together. The little ones do take a lot out of me, though, so the wildest game system in my imagination would be able to make espresso, balance my checkbook, pay the bills, figure out my taxes, remember my appointments, do the laundry, fix dinner AND walk our dog, Cliffy. What do you think? Is all that too much to ask? If you get around to making this Super System, could you send one to me immediately? Please hurry!

Steve Messerer
Spokane, WA

A MOST EXCELLENT SYSTEM

It would be easy for me to decide what my ultimate game system would do: travel through time! What could possibly be more amazing than warping back to Ancient Rome, and then jumping forward to see who's going to win the next Super Bowl! I even have a name for it: "Bill and Ted's Most Triumphant Game System!"

Maryann Rizzo
Lincroft, NJ

BUT DOES IT DO WINDOWS?

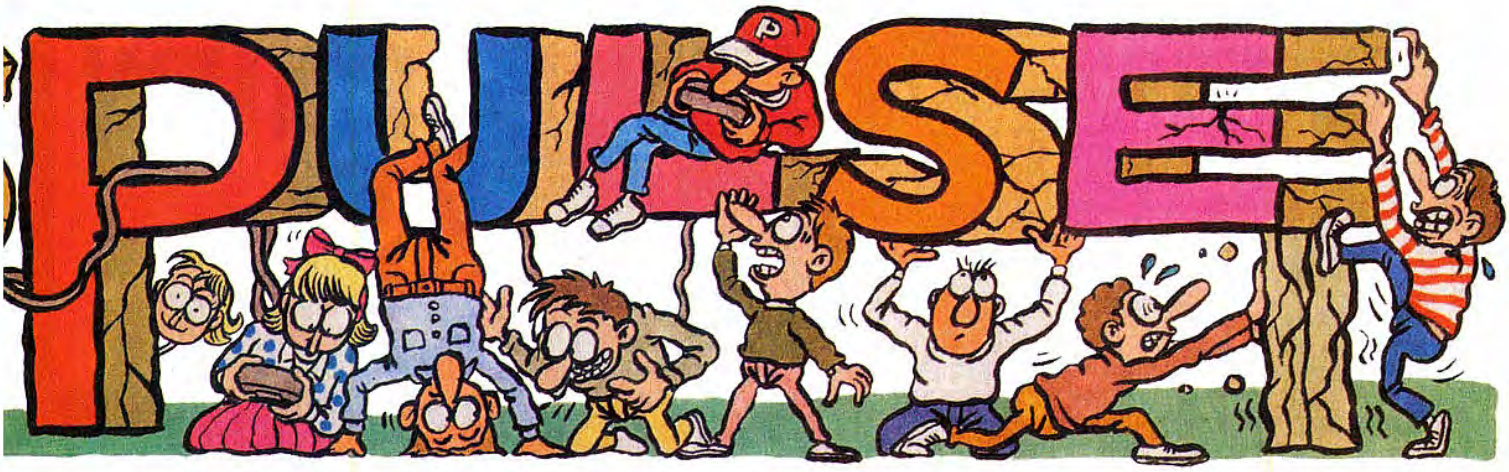
I'm glad you asked what my ultimate game system would do. I live on a dairy farm in Idaho, and I wake up every morning at 4:00 a.m. to milk the cows. I like my work, but getting up at 4:00 in the morning is not much fun. My dream machine would take care of my morning milking chores so I could sleep in until 6:00 or 7:00. After milking the cows, it would have breakfast and coffee ready for me on the kitchen table, and it would clear off the table and do the dishes when I was finished.

Steve Shirey
Wendell, ID

There wouldn't be much of a market for a cow-milking, breakfast-cooking, dishwashing video game system, Steve. Besides, your cows probably wouldn't respond very well.

ART BEAT

The envelopes you're sending us just keep getting better and better. Battletoads seemed to be the overall favorite this time around, but we also received lots of the classic characters. You're making it more and more difficult for us to choose the ones we print in each issue, but a little extra work won't hurt us. Check out the latest batch from our aspiring artists, and keep 'em coming!



NO SIBLING RIVALRY HERE!

Our 12-year-old daughter Tracey is a Nintendo fanatic. She's also an honor student in her 7th grade class. Her time is often equally divided between Super Mario Bros. and Math or Social Studies. Although she's only 12, she is helping us raise her sister, Tiffany. They eat, sleep, and play together. I thought I'd seen it all until one day I overheard Tiffany shouting about her Nintendo victory. When I came into the room, I saw both girls playing! We are expecting another baby at any moment. I can just imagine that next year, I will see three children reclining on the floor playing our NES. This picture says it all!

Adrienne Libman
Huntington Beach, CA

ALL SEWN UP

I don't have much spare time, but the two things I like to do most are make quilts and play Tetris. I thought you might like to see a photo of the Tetris quilt I managed to put together between games. I wish all my Tetris games came together as well as this quilt did.

Andrea Morris
Amherst, MA

What a great quilt for those long winter nights playing Tetris, Andrea!

THE ICEMAN COMETH–AND GOETH!

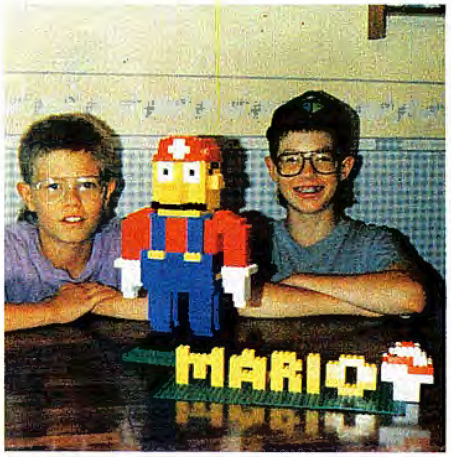
We thought you might enjoy the Mario snowman we built last winter. Unfortunately, the next morning brought rain and temperatures in the 50's, so no one got to appreciate our hard work!

Ron Gregorsok, Jeff Gregorsok and Jamie Fausnaugh Bowling Green, OH

LEGO MY MARIO

After about 3 hours of playing Nintendo on a hot summer day, our mom kicked us off of it. We went upstairs and went to work; after 2½ hours and a lot of Legos, we had a Lego Mario!!!

Shawn and Chad Williams
New London, WI



From what you guys have told us, you'll be snatching the Super NES off the store shelves as fast as we can get them there. If you could reserve one of your own by doing something you always swore you'd never do, what would it be? Would you give up candy for a whole year, baby-sit your bratty little brother on a Friday night, or even wear that ugly sweater your Aunt Edna knitted you–every day? Write to us at the following address, and tell us what you'd endure to get your own Super NES. Remember, we want your most outrageous ideas!

Nintendo Power
Player's Pulse
PO Box 97033
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BATMAN™ RETURN OF THE JOKER™

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HAHA
HAHAHA
HAHAHA
HAHAHA
HAHAHA
HAHAHA
HAHAHA
HAHAHA
Lighten up, Bat Flake. My reign of mirth is just beginning. You and your simple Bat Toys are no match for the new bag of tricks that I've been cooking up for our next encounter. The last laugh on you!
I won't let you slip away from me this time, Joker.
You've done enough harm already. Now it's time for you to pay for your crimes against the innocent citizens of Gotham City.

The ultimate comic book showdown is here! Batman™: Return of The Joker™ from Sunsoft is a seven stage NES bout featuring brilliant graphics, wonderful weapons and a ton of treacherous traps. The Clown Prince of Crime is back to mount a new campaign against the Caped Crusader. It's up to you to guide our cloaked hero through a dangerous hive of devilish snares.

GAME PAK · DATA BOX

BATMAN

SUNSOFT

MEMORY 1M x 1M

POWER METER	
Graphics & Sound	4.3
Play Control	3.8
Challenge & Excitement	3.5
Theme & Fun	3.8

COMIC BOOK STYLE

BATMAN RETURN OF THE JOKER

Since the Caped Crusader is first and foremost a comic book character, it's only fitting that his latest NES adventure looks as though it's been lifted from the pages of a DC Comic. The characters are big and brilliantly drawn, and the action flows with smooth, life-like animation. These graphics rival those of any other game ever produced for the Nintendo Entertainment System.

WONDERFUL TOYS

Your initial offense against the forces of The Joker is a Slide Attack and a rapid-fire Wrist Protector. When you blast open boxes and crates with the Wrist Protector, you'll reveal more powerful weapons, represented by large letters. Fire at the letters and they'll change so that you can pick up any of the four weapons whenever you reach a Power-Up.

INVINCIBLE CRUSADER

When you collect eight of the Energy Capsules that enemies leave behind, your character will launch into an invincible rage for a few powerful seconds.

CROSS BOW

While the Cross Bow is slow to reload, its explosive Arrows really make an impact. Use it when you've only got to take care of one enemy at a time.

Destroy The Joker's minions with single-fire Cross Bow Arrows or press and hold the B Button to send out a four-Arrow attack that will take down anything in its path.

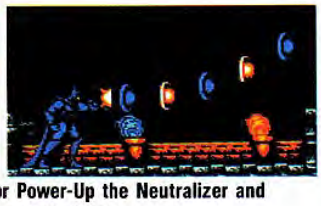
SHIELD STAR

With the power of the Shield Star, you can send out star-shaped Darts in three directions. It's perfect when enemies are attacking from above.

Throw Darts in three directions or Power-Up the Shield Star to create an energy field that takes out enemies at close range.

NEUTRALIZER

The Sonic Neutralizer sends out a shock wave of electricity with a wide range of fire. You can use it most effectively when you're running at a steady clip.



Cut down creeps with a Sonic Wave or Power-Up the Neutralizer and you'll dispatch a blast that will knock out anything.

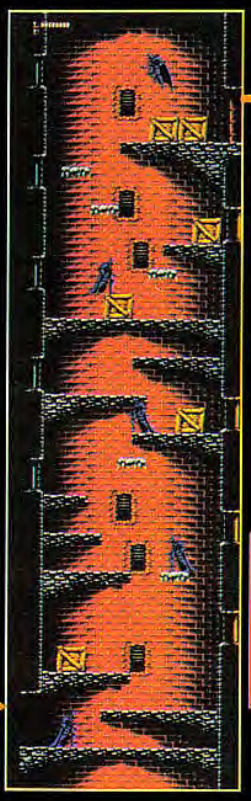
BATARANG

When you toss out a stream of Batman's trademark Batarangs, these boomerang-like weapons will home in on all of the enemies that appear on the screen.

Blast the bad guys with Batarangs or Power-Up to create an energy field that circles your Wrist Protector and flies away when you move.

STAGE ONE
GOTHAM CATHEDRAL

The adventure begins where Batman's last encounter with the Joker concluded; The Gotham City Cathedral. Climb to the top of the tower and follow The Joker's Airship to a showdown with one of his henchmen.

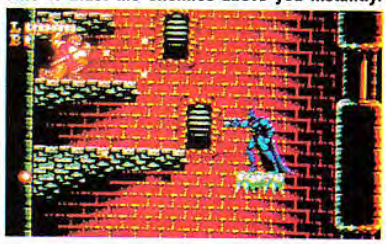


The Gargoyles of Gotham Cathedral will only react to your fire when you hit them at close range.

Large spiked balls drop in this area with a mighty crash. Let them fall, then run past them while they move up.

1-1 START

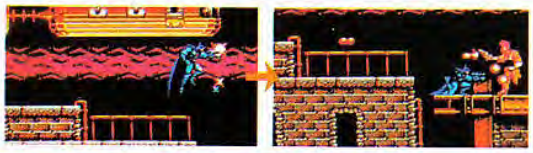
Make sure that you have the Shield Star before you begin your ascent and you'll be able to blast the enemies above you instantly.



The action scrolls automatically as you race under the Airship. Stay on the right side of the screen to avoid the Airship cannons.

1-2 START

As soon as you land on the girder, kneel and fire to take down an approaching goon.



If you've already got your desired weapon, don't take the time to open these crates.

HAHAHAH

TO 1-2

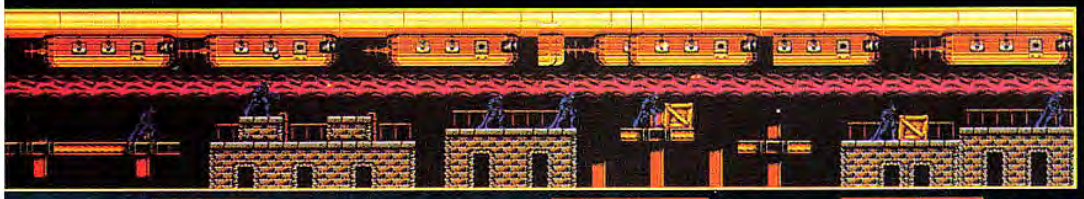
POWER 80,000 VS. POWER 40,000

Your first battle with one of The Joker's main sidekicks will take place on top of the Gotham Cathedral. You'll begin with 80,000 units of energy and your opponent will begin with 40,000 units. Keep firing and you'll make short order of him.

You'll have a definite advantage over The Joker's henchman. Kneel and fire.

Take out your opponent's mechanoids before they have a chance to attack.

When the enemy jumps to the other side of the screen, move and fire.



TO THE LEADER

Kneel and fire on the girder to take out an enemy on the other side, then jump.

Wait for a second before you jump to the girder or you'll be ambushed.

Open the last crate for a weapon.

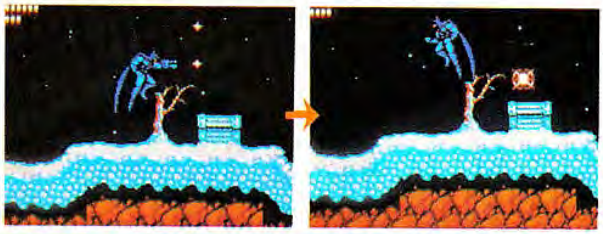
AHAHAHA

The Joker's trail leads you to his chilly mountain hideout where he has experimented on hero-harnessing traps.

Watch your step as you run over the frozen streams. If you try to stop when you're too close to the edge, you'll slide into a bottomless pit.

3-1 START

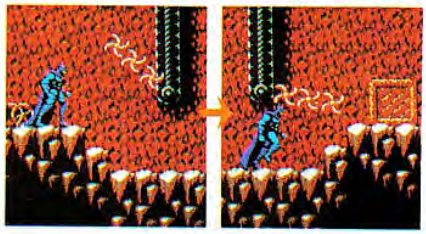
Hit the top of the box, then jump back to the left immediately to avoid contact with a missile that blazes in from above.



Jump over the first gap, then jump again when you reach the other side. The tornado attack of a mysterious magician will float harmlessly under your feet.

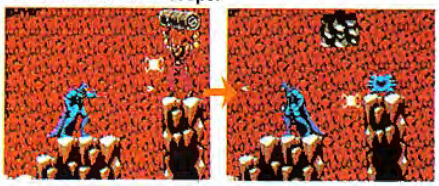
3-2 START

The fire bar moves in a counter-clockwise direction. Follow it and you'll avoid being scorched.



Jump to the left as soon as the rock in the ceiling drops. Then jump to the moving platform and jump again quickly, straight up. A knife soaring in from the right will just miss you.

Hit the barrel-tossing crook on the top bluff as soon as you can get a clean shot. Then jump to the right to trigger a falling rock and move to the left in midair as it drops.



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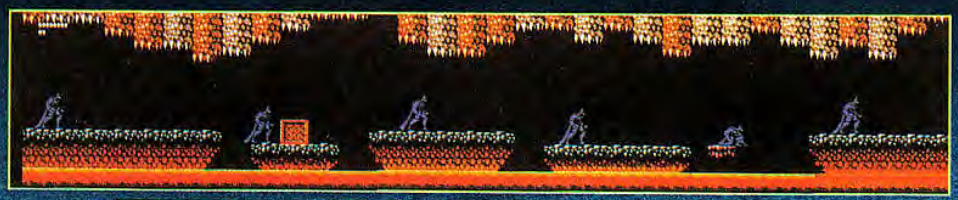
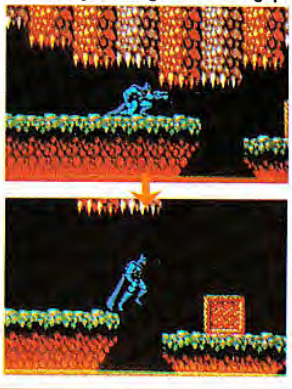
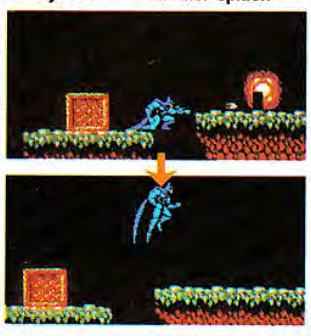


TO THE LEADER

The spiked ceiling moves up and down in this cavern. You'll avoid contact by running across the gap.



Hit the first spider from the second bluff, then jump as the ceiling ascends and kneel when you land so that you can hit another spider.



As the spider on the next bluff moves away and the ceiling ascends, run over the gap, kneel and fire. Then move forward and blast another spider.

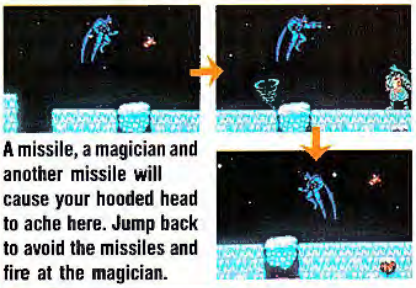
You'll have to watch the moving platform and moving ceiling in this area and jump at just the right moment.

Three missiles come down one at a time in this short, level area. As soon as you see one, jump to the left so you won't get hit.

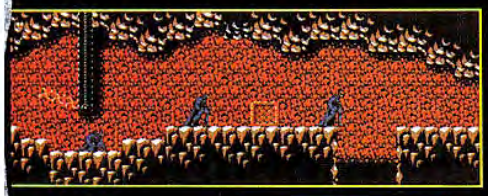
TO A

You'll encounter a magician as soon as you leap over the first hole in the bridge. Try to jump over his tornado attack, then counter with your own strong blast.

A magician waits for you at the bottom of the slope. Run into the area firing rapidly and try to stop as soon as you see him. You'll hit him before he hits you.



A missile, a magician and another missile will cause your hooded head to ache here. Jump back to avoid the missiles and fire at the magician.

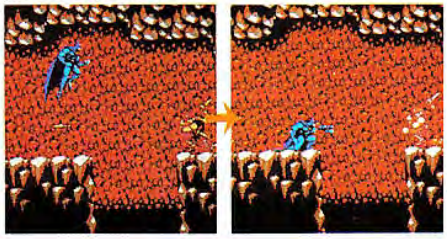


TO B

A

TO 3-2

A knife-hurling hooligan waits on the other side of this gap. Jump over his blade and blast back with your wrist protector.



Freeze as soon as you hit the left edge of the frozen stream, then fire away at a magician across the gap.

Stop when you get to the middle of this long icy patch and you'll surprise another magician.

As soon as this flying mechanoid has a lock on you, it will release a spreading blast that is sure to hit you unless you quickly move to the other side of the screen. When the robot freezes, jump over it and blast it from behind.

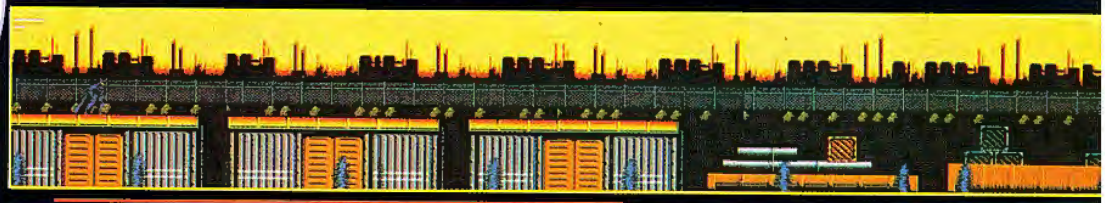
Aim for the mechanoid as soon you see it and try to knock out as much energy as possible.

Jump to the other side of the robot when it freezes and you'll avoid its powerful shot.

Hit this bucket of bolts from behind with all you've got and you'll be victorious!

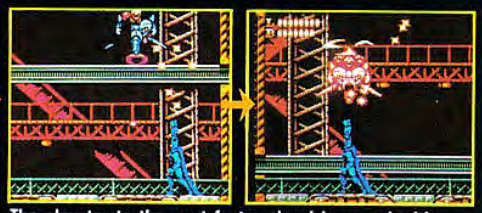
Action heroes never go inside moving trains. They run on top of them! Your ride on the rails takes place after your stint in the mountains turns up Joker-less. The train leads to a factory where The Joker has recently been spotted.

3-1 START

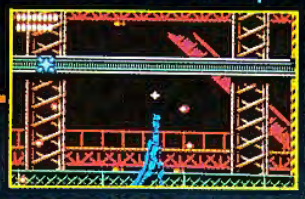


The train is loaded with crooks. Stay on the left side of the screen and you'll have plenty of warning when they're on their way. Take down the fliers for Energy Capsules.

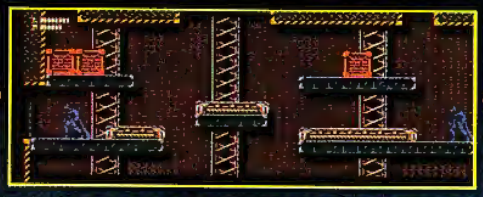
4-2 START



The elevator to the next factory level is armed with unbeatable rapid-fire guns. Jump from their lines of fire and concentrate your shots on the mini-helicopters.



Since there are creeps that appear on the left and right sides of the elevator, it pays to stay in the center.



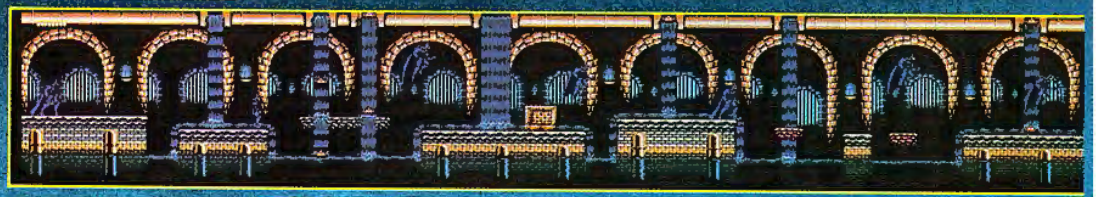
TO THE LEADER

The elevator leads to the Main Control Unit. Survive the ride and you'll face off with this evil machine.

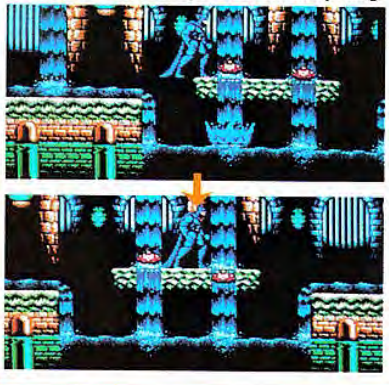
HAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHA

With The Joker's factory in shambles, you resume your search for the criminal clown in the Gotham City underground. This sewer system was The Joker's escape route from the factory when he sensed your presence.

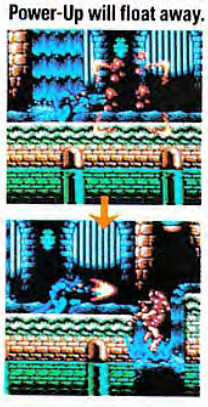
5-1 START



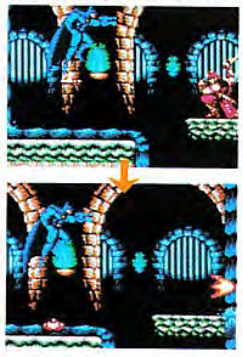
Jump to the left edge of the platform to avoid the steady stream of bombs in the center and work against the current as you wait for an opening.



Get close to the crate before you blast it or the Power-Up will float away.



Be careful! If you're hit by the knife-tossing villain in this area, you may go over the edge while you're stunned.



The mutants in the coal piles have armored backs. Wait until they're facing you, then hit 'em.

Blast the bullies with rocketpacks quickly. They'll leave behind Energy Capsules when they go down.

TO 4-2

POWER		POWER
80,000	VS.	100,000

If you allow the Main Control Unit to recharge, it'll send out a 10,000 volt bolt. Aim straight up for the gun and it won't be able to gather the energy for the bolt. When other enemies approach, take care of them quickly.

Aim for the Control Unit gun and it'll hold its fire.

Hit small enemies quickly as they approach.

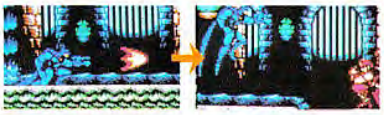
Fire back at the gun before it has a chance to recharge.

AHAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHA

Jump over the bombs as they flow along the surface and make your move through the falls.

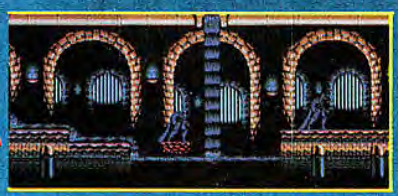
Stay here for a moment and take on an enemy ambush.

The box shields you from enemy fire. If you break it, take out the crook on the other side of the gap quickly.

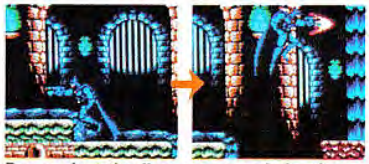


TO A

A



TO 5-2



Run against the flow as you wait for the sliding platform to reach you, then jump!

5-2 FLY AND FIRE

This flying fight through the sewer system is much like Stage 2-2. Try to collect a Shield Star and move up and down as you clear the area of enemies. Then return to the center when the villains on rockets appear.

The Joker is holed up in a remote army base that he and his minions have taken over. Before you finally meet with this merciless madman, you'll have to take on his evil army.

6-1 START

Blast this box and collect a Shield Star.

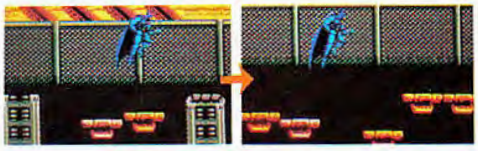
As soon as you hit the ground, an enemy will appear on the barrel. If you have the Shield Star, you can easily wipe this creep out.

Run to the right edge of the conveyor belt, then kneel and fire rapidly to knock a crook off the sand bags.

A

The beams in this area transmit at a faster frequency as you stand close to the source. Stay away and slide through.

Watch it! The platforms over this gap start to fall as soon as you touch them. You'll make it across if you keep jumping.



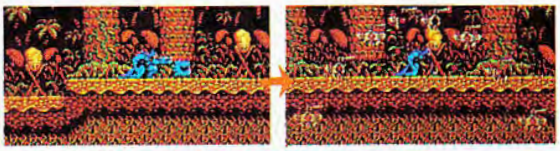
Open these crates if you need weapons.

HAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHA

Your fight with The Joker on the army base ends when he uses a backup heli-pack to escape to his hideaway on Ha-Ha-Hacienda Island. You follow him there for a final battle.

7-1 START

Stop just before you reach each firepot and duck to avoid a stream of mechanoids.



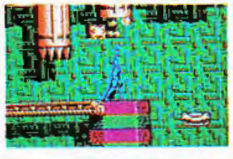
Leap to the left as the droids stream down.

B

Fire at the Bubbles from the conveyor belt. Wait for the platform to come to you.

Hit the lasers for Energy Capsules.

Fire straight up to destroy the Bubbles at their source, then hop to the platform on the right.



TO A

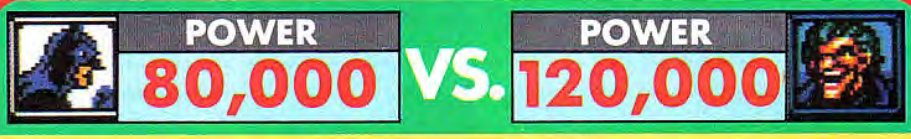
Run along with the Tank and fire at the driver when he appears.

Jump over the spiked balls after they drop to the ground.

Blast the driver again and make sure that you keep up with the Tank.

6-2 TANK #329

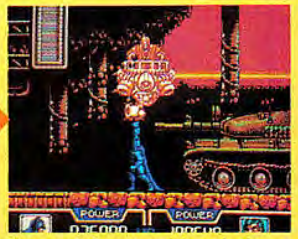
Tank #329 travels from right to left, causing the ground to crumble under its treads. Run along with the Tank and fire at the driver whenever he pops out to throw molotov cocktails. You'll also have to watch out for spiked balls that fall as the Tank approaches.



You've finally caught up with the sinister leader of the enemy forces. The Joker flies onto the scene with a high tech vehicle that creates deadly Bubbles. Hit the Bubbles, then aim for The Joker when he stops.

Avoid contact with the Bubbles that float from the machine.

Move to the center of the screen when The Joker stops momentarily.

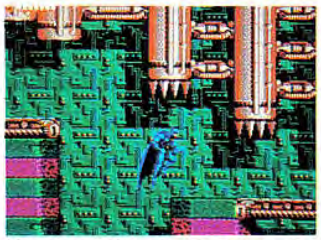


Fire straight up and knock the energy out this flying fiend.

AHAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHA

Duck to avoid the flying mechanoids as they attack.

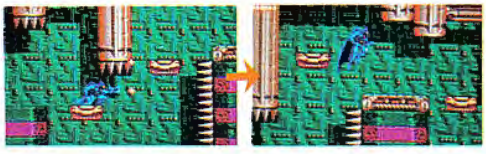
TO B

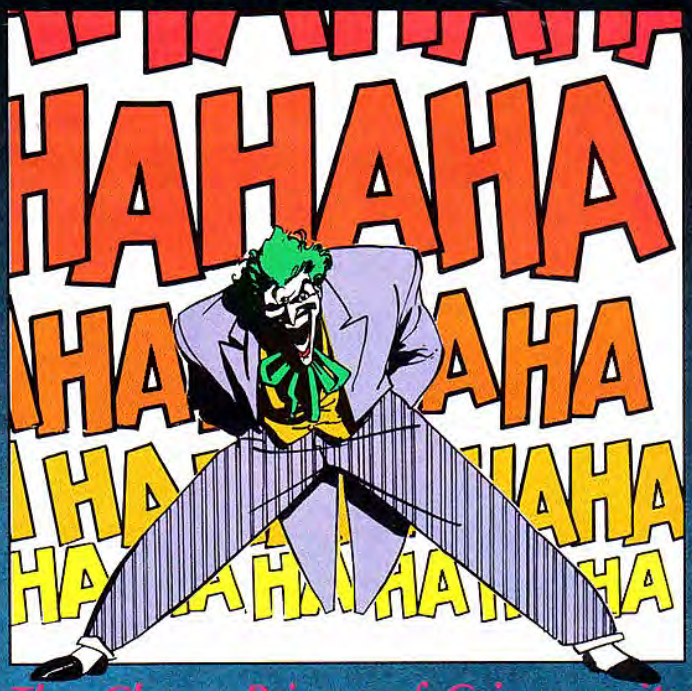


Ride the platform to the bottom of the screen and jump off before it disappears.

TO 7-2

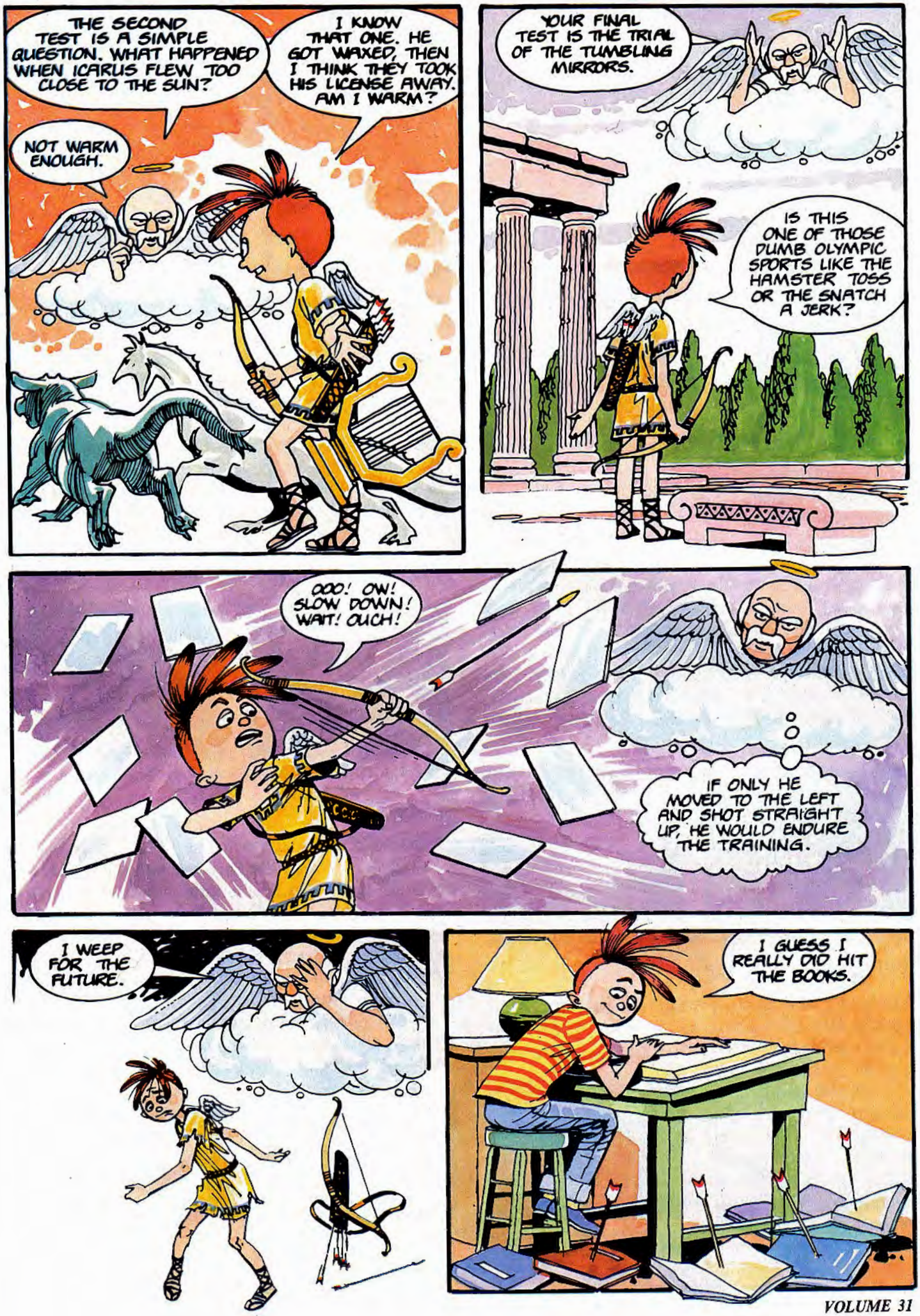
Duck on the platform to avoid the spikes. Then kneel and jump on the other side.





The Clown Prince of Crime waits with his final gag in his Ha-Ha-Hacienda Island headquarters. You've got to dismantle his massive bat-crushing machine before he gets to the punchline.

NESTER'S ADVENTURES
A LITTLE BOW AND ARROW GUY
MYTHS AND MONSTERS OF ANCIENT GREECE
QUIT FIDGETING, KID NESTERUS. HOW DO YOU EXPECT TO PASS YOUR TRAINING IF YOU DON'T PAY ATTENTION?
LISTEN, ZEUS. I TOASTED BATTLETOADS IN TWO DAYS. HOW LONG DID IT TAKE YOU?
I COULD NEVER UNDERSTAND MORTAL EATING HABITS.
IF YOU DON'T ENDURE THE TRAINING, THE GODDESS PALLATENA WILL FALL TO THE FORCES OF EVIL.
THEN LET HER DO THE TRAINING.
STOP, PUNY MORTAL! YOU HAVE PASSED THROUGH LIFE LIKE A FLICKERING SHADOW ON THE WALL. NOW YOU MUST PASS THREE TESTS.
THE FIRST TEST IS TO PLAY THIS HARP. PLAY IT WITH SKILL AND BEAUTIFUL CREATURES WILL APPEAR.
WHERE DO I PLUG IT IN?
NOT A VERY GOOD BEGINNING, KID NESTERUS.
IT'S OUT OF TUNE.


THE SECOND TEST IS A SIMPLE QUESTION. WHAT HAPPENED WHEN ICARUS FLEW TOO CLOSE TO THE SUN?
I KNOW THAT ONE. HE GOT WAXED, THEN I THINK THEY TOOK HIS LICENSE AWAY. AM I WARM?
NOT WARM ENOUGH.
YOUR FINAL TEST IS THE TRIAL OF THE TUMBLING MIRRORS.
IS THIS ONE OF THOSE DUMB OLYMPIC SPORTS LIKE THE HAMSTER TOSS OR THE SNATCH A JERK?
OOO! OW! SLOW DOWN! WAIT! OUCH!
IF ONLY HE MOVED TO THE LEFT AND SHOT STRAIGHT UP, HE WOULD ENDURE THE TRAINING.
I WEEP FOR THE FUTURE.
I GUESS I REALLY DID HIT THE BOOKS.

CLASSIFIED INFORMATION

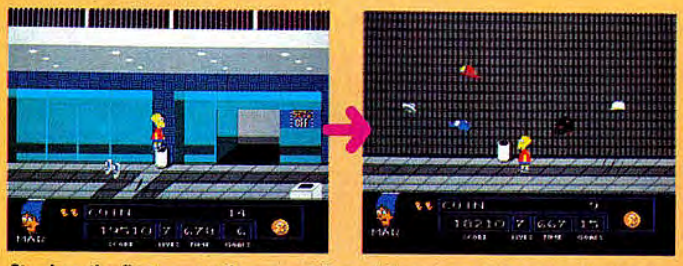
NINTENDO TOP SECRET POWER

THE SIMPSONS

FROM AGENT #556

Hat Room

The second stage of your mission to rid Springfield of evil aliens takes place in the Springfield Mall, where you must collect 25 hats before the aliens can get their hands on them. There are hats scattered throughout the mall grounds and on the heads of shoppers. You'll also discover hats in a secret hat room on the second floor of the mall. After you ride an escalator to the second floor, jump on top of the first ash can and press Down on the Control Pad for about two seconds. You'll be sent to a small room with five hats in plain sight. Collect the hats and return to the rest of the mall via the ash can in the room.



Stand on the first can on the second floor of the mall and sink into a hat room.

Jump For Items

There are hidden items and rooms throughout greater Springfield that you can only discover by doing some bizarre things, like jumping repeatedly on an ash can. The second ash can on the second floor of the Springfield Mall is packed with items. When you jump on it, eventually items will pop out, including coins, hats and a 1-Up!

Jump repeatedly on this ash can to collect a load of special items.

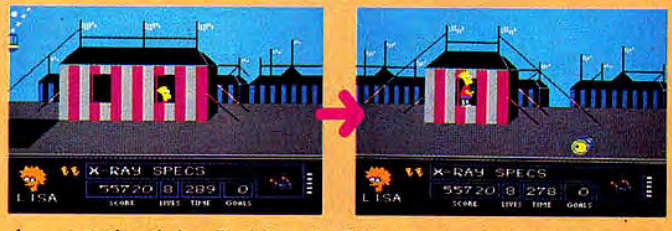
Coin Room

You'll earn a 1-Up for every 15 coins that you collect in this adventure, so it's important to pick up every coin that you see. There's a hidden coin room in the Krustyland Amusement Park Fun House of Stage Three where you can find five coins. When you see the big Krusty head, drop down and land on its tongue. Collect the 1-Up on the tongue, then press Up on the Control Pad and the A Button at the same time to sink into the mouth. After you collect the coins, you'll return to the tongue, where there will be a new platform which will allow you to step up and out of the Fun House.

Drop down to the tongue of the Krusty head and enter the mouth to earn coins.

Tent Warp

If you need to backtrack for more balloons in the Krustyland Amusement Park once you've reached the end of the stage, you can warp from the last tent to get to Krustyland's other various tents. Stand on the rightmost windowsill of this tent and press Down on the Control Pad. You'll sink into the window and end up on the sill of the first tent of the stage. Sink into that window and you'll move on to the next tent! Then continue your search for balloons. When you've collected enough of them, you'll face off with Sideshow Bob.



Jump onto the windowsill of Krustyland's last tent and press Down to warp back to the beginning of the first tent of the stage.

FROM AGENT #756

Two Toad Tag

If you find that it's easier to get through a particular stage with just one Toad while you're in the midst of a two-player game, there is a way to give one player a temporary break from the action. When the game is over for the player that intends to sit out for a while, let the continue clock tick down to zero. The other Toad will start at the beginning of the stage and go solo against the Dark Queen's forces. When you want to bring the Toad-in-waiting back into play, press the Start Button when the next pre-stage map appears. The second fightin' frog will appear and you'll once again be a mad, bad and crazy team.

Zitz bites the dust in Stage One.

The continue clock expires.

Rash finishes the stage on his own.

Zitz continues on the next stage.

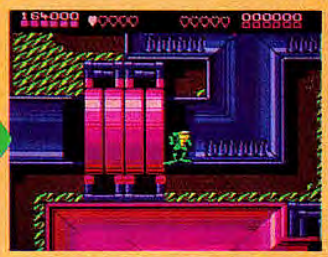
1-Up Roundup

You'll find a 1-Up and a frog-eating shark as soon as you pass the last checkpoint in the wild Gargantua Ducts that make up the ninth stage of the Battletoads' NES adventure. Swim over a spiky barrier, collect the 1-Up and hit the shark with several big Toad punches. You'll earn 2,000 points for every whack. Once the shark goes down for the count, let your Toad fall onto the spikes below and be intentionally defeated. When you start again at the checkpoint, repeat the maneuver. You'll earn upwards of 16,000 points every time that you complete this short loop and you won't lose any Toads since you collect a 1-Up before your Toad hits the spikes. As you continue to collect points, you'll net a 1-Up whenever your score reaches a 100,000 point mark. Extra Toad lives are particularly valuable in the advanced stages of the game. Don't pass up this chance to collect Toads and points.

Collect the 1-Up here.

Hit the shark for 2,000 points a pop.

Let your Toad be defeated.



Start again at the checkpoint.

Wanted: Special Agents

A popular activity among Nintendo game experts is developing tips and strategies. If you'd like to share your own special tips with us, send them in! Choose your own Agent Number (3 digits) and be sure to include it with your tips. Our address is:

Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA 98073-9733

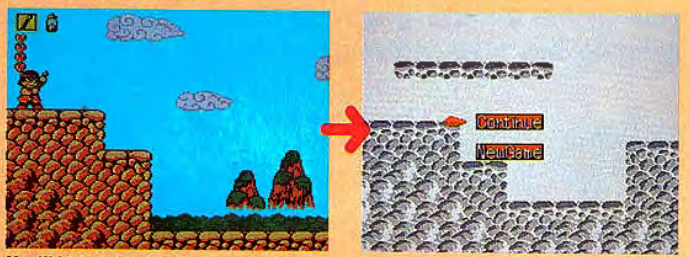
CLASSIFIED INFORMATION

WHOMP 'EM

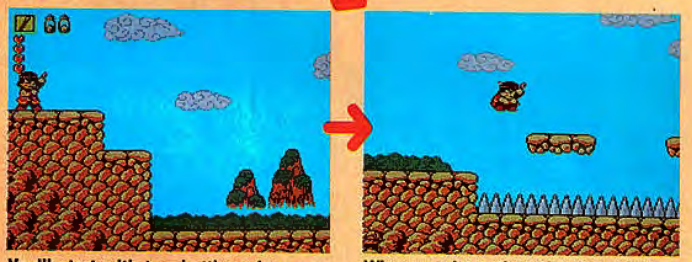
From Agent #469

Extra Energy

Energy bottles are key to your success in this adventure. You can earn three of these life-replenishing containers in the opening stage. When you start the game, you'll have one bottle. Let your character be defeated quickly, then continue the game. You'll begin again with two bottles. Let your character be defeated once more and you'll continue with the maximum of three bottles. Then set off on your journey. The bottles will fill your life automatically when your hearts are empty.



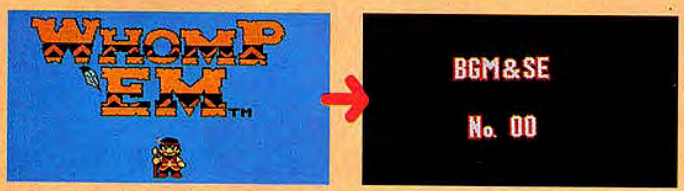
You'll begin the game with one bottle. Let your character be quickly defeated.



You'll start with two bottles when you continue. When you have three bottles, start fighting.

Sound Test

Listen to the game sounds before you play. Press and hold A and B on Controller II and press the Start Button on Controller I. "BGM & SE No. 00" will appear. Press Left and Right to change the number and press A to sample the selected sounds.



Press and hold A and B on Controller II and press Start on Controller I. Then take a listen to the game's 63 pieces of music and sound effects.

LASER INVASION

From Agent #918

Nine Chances

A long code involving the A Button and Right on the Control Pad allows you to make tracks in this military mission with nine fighters. Choose the Options command from the title screen and, when the option screen appears, move the cursor to the player total. Then press Right three times, A three times, Right three times and A three times again. Next, press the combination of Right then A a total of 18 times. Finally, press Right three more times. You'll hear a tone and the number 9 will appear on the screen. This change may occur before the entire code is entered. If it does, you can start from there with nine fighters.

Key in a long code when the cursor points to the player total in the option screen and you'll have nine fighters.

THE LAST NINJA™

From Agent #999

Triple Take

You can triple your ninjas in reserve in this adventure. Enter HHHHHHHHHHHOHHH as your password. The number of ninjas in reserve will read as F. When you lose characters, the digit will count down to A, change to the number 9 and count down to 0. This will result in your having 15 ninjas in reserve instead of the usual five.

Enter all H's in your password except for a zero in the fourth space from the right and you'll begin with a total of 15 ninjas in reserve.

SUPER MARIO WORLD

FROM AGENT #414

Freeze And Collect

Here's a trick for Super Mario World pros. You can earn Coins and 1-Ups at a lightning fast rate if your timing is perfect. You'll need Yoshi to pull off the move, plus you'll need an item in your Item Box that is different from the item you're wearing. Enter a course that you have already completed and ride up to a Berry that it is just above Yoshi's mouth. Then release the item by pressing the Select Button and have Yoshi jump so that he eats the Berry and the item at exactly the same time. All of the action on the screen will freeze except for the Coin and 1-Up totals which will mysteriously increase at a rapid rate. Every 100 Coins will net you another 1-Up. After you've collected the maximum of 99 1-Ups, press the Start and Select Buttons to exit the course.

Enter a course that you've completed before with Yoshi and an item.

When you've reached a low Berry, release the Item from the Box.

Eat the Berry and the Item at exactly the same time.

The action will freeze and you'll earn Coins and 1-Ups at an incredible rate.

Invincibility Extension

If you're fast on your feet, you can earn eight quick 1-Ups in Donut Secret 2. Climb the vine that is near the beginning of the course and release a Starman at the top. Then drop down to the floor and collect the Starman before it falls into a hole. While you're under the invincible influence of the Starman, run with super speed to a Block near the end of the course. If you're still invincible when you hit the Block, you'll release another Starman. Collect it for extended invincibility and plow through the nearby enemies. You'll earn more and more points for each enemy that you defeat. When you get to and buzz through the vertical line-up of Koopa Paratroopas just before the Goal, each of these flying fiends will net you a 1-Up.

Release this lofty Starman and drop.

Take the Starman and start running!

Collect another Starman.

Plow through and earn a ton of 1-Ups.

DARIUS TWIN

FROM AGENT #100

Fifty Ships

Blast off with 50 ships in this two-player adventure! Move the cursor so that it points to the desired number of players. Then press and hold the L and R Buttons on Controller II, press and hold the Select Button on Controller I and press the Start Button on Controller I. You'll begin with 49 ships in reserve.

Press and hold the L and R Buttons on Controller II and the Select Button on Controller I, then begin. You'll zip off to Darius with 50 fighters per player.

ActRaiser™

© 1991 ENIX/QUINTET

All The World's A Stage, And You Are The Master

What has the action of an arcade game, the depth of a simulation, the graphics of a work of art, and the sound of an epic movie score? ActRaiser from Enix is the answer to this riddle—a game that has it all.

You are the Protector of a vast land that has been overrun by monsters. Into this world you will venture during the action sequences, which are called Acts. You'll battle evil in castles, caves, deserts and even in the core of the planet. Once the master Guardians are destroyed, the people begin to rebuild their civilization. They will need your help to protect them and to give them direction. There are two battle Acts for each of six regions, and at the end you must face the ultimate test—Deathheim, where all of the Guardians return! This review covers the Acts of the first four regions. Later Acts and the civilization simulation we'll leave up to you to explore.

ACTION MODE

SIMULATION MODE

ACT NOW, OR FOREVER HIDE YOUR FACE

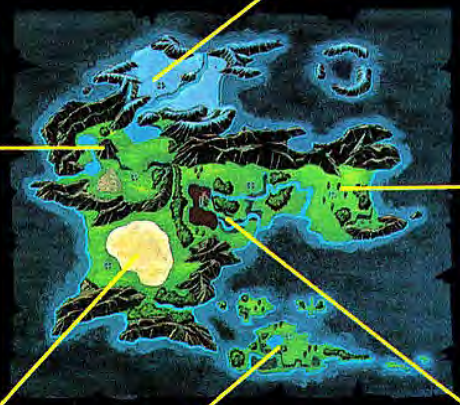
Your people will not enter an area or raise their level of civilization until you clear away the menacing monsters. When you first reach a region in your Flying Palace, go down and battle the enemy. If you succeed, people will begin to build villages while you protect them. After a time of growth for your people, a second threat shows up that you'll have to destroy.

6 NORTHWALL

The icy land of Northwall is dominated by a giant tree and frozen caverns. For the people to survive and flourish, you must bring them sunlight to melt away the snow.

4 AITOS

A mountain of peril and the fiery heart of a volcano await you in the Acts of Aitos. The people of this region require your help to clear their fields of stones and, of course, of monsters.



1 FILLMORE

Your first battle will be in the forest of Fillmore, followed by your descent into a buried temple filled with dread. The people of Fillmore will give you gifts if you save them.

3 KASANDORA

This desert land has shifting sands and a pyramid full of shadows and danger. The people will need rain to irrigate their dry fields plus other gifts received from earlier regions.

5 MARAHNA

Marahna is no tropical island paradise. Your first fight takes place in a steamy swamp while the second places you in an ancient temple. Mysteries surround the nearby island.

2 BLOODPOOL

A crumbling bridge and a treacherous castle are the sites of battle in this region. Pay close attention to the requests of the people in order to earn magical items from the monster's dens.

ITEMS TO HELP YOU ON YOUR WAY

The glowing statues in the Acts contain items or bonus points. Most items are guarded or in difficult to reach places, so you must judge if they are worth the effort to obtain.

WHOLE APPLE

The Whole Apple refills all of your depleted Energy Meter Bars.

HALF APPLE

The Half Apple fills three depleted energy meter bars.

1000 BONUS POINTS

Boost your score with 1000 extra bonus points.

500 BONUS POINTS

Add 500 extra bonus points to your score.

1-UP

Add an extra life which can be used in the Act stages.

ORIGIN OF MAGIC

Allows one magical spell to be cast at the enemy.

CRUSH

This item destroys all the enemies on the screen when you hit it.

PROJECTILES

Throw sword blades at the enemy for a long range attack.

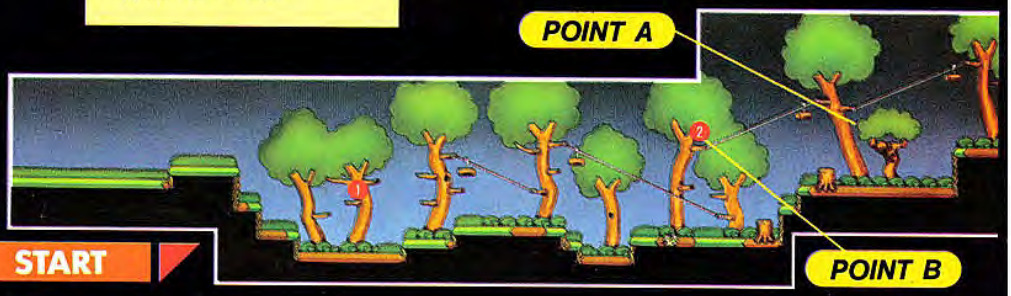
FILLMORE ACT 1

Your duties as Protector of the World begin in the mysterious forest of Fillmore. The birds and beasts have been bewitched and will attack you. Even some of the trees have turned evil. Ride the pulley platforms to cross wide areas and avoid the poisonous thorns. Don't miss the 1-Up, or the Whole Apple as shown on the map. At the end of the Act prepare to battle a half man, half horse Centaur who harnesses lightning as a weapon.

POINT A

TOPPING THE TREE

This tree is very much alive, and it spits balls of flame at unwary wanderers. Luckily for you, it is a slow moving tree. Run past it and strike the head from behind several times. An accurate sword stroke destroys the fiery balls. Once it is defeated, a platform appears to the right.



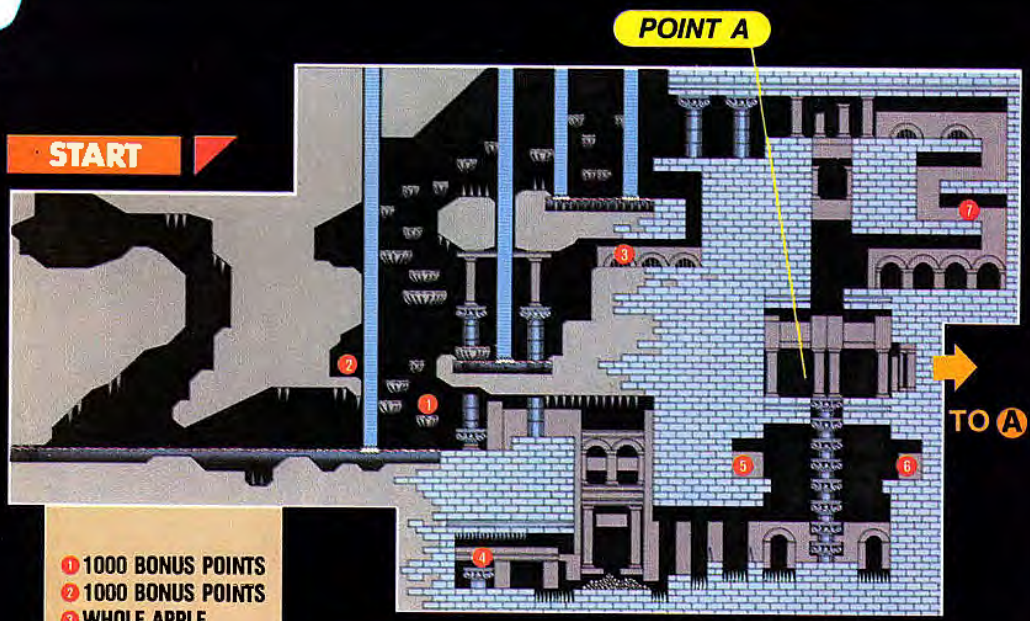
POINT B

1-UP IN THE TREE TOP

When you first see the Statue in the tree overhead, you won't be able to reach it. Proceed to the right and ride the pulley platform back to the left. This is one of the easiest 1-Ups to reach in the game, so don't leave it behind.

FILLMORE ACT 2

In a hole near Fillmore is a temple filled with dangerous creatures. Make use of the great jumping control of your warrior to leap from ledge to ledge. There are two routes that you can take. The upper route has more items and is easier than the lower route, but it is slower.

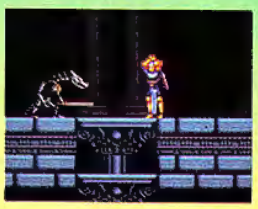


1. 1000 BONUS POINTS
2. 1000 BONUS POINTS
3. WHOLE APPLE
4. WHOLE APPLE
5. 1-UP
6. 1000 BONUS POINTS
7. HALF APPLE

POINT A

DODGE THE DOORMAN

This bony being is best kept at a distance. Strike from as far away as possible and jump backward when he leaps forward. You'll have to hit him five or six times for victory. Once you've won the battle, a door opens up to the right so you can proceed.

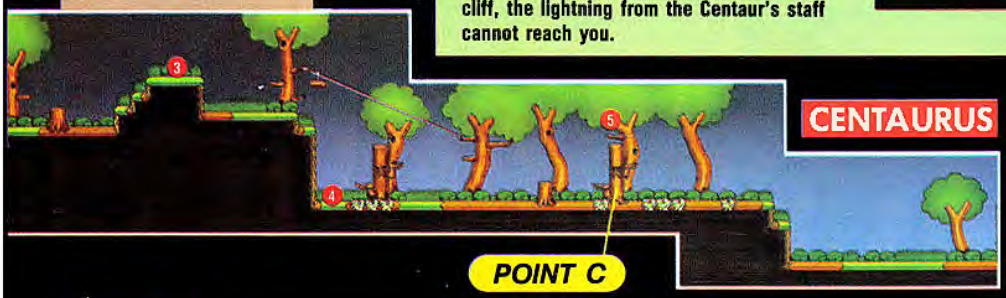


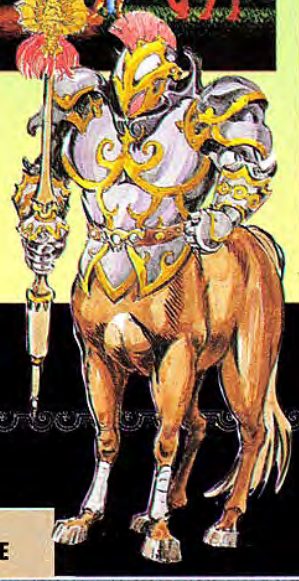
1. 500 BONUS POINTS
2. 1-UP
3. WHOLE APPLE
4. 1-UP
5. WHOLE APPLE

ACT 1 GUARDIAN

THE CENTAUR

Stay to the far left side of the area. When the Centaur charges with his spear lowered, kneel down at the base of the cliff. Step forward as the Centaur steps back and strike several times. If you kneel at the base of the cliff, the lightning from the Centaur's staff cannot reach you.





POINT C

RIDE THAT TREE

This tree can walk back and forth across the poisonous thorns, which makes it extremely useful. Jump onto the left hand and the tree begins walking to the right. Now hop across to the right hand. When the tree reaches the cliff edge, jump off.

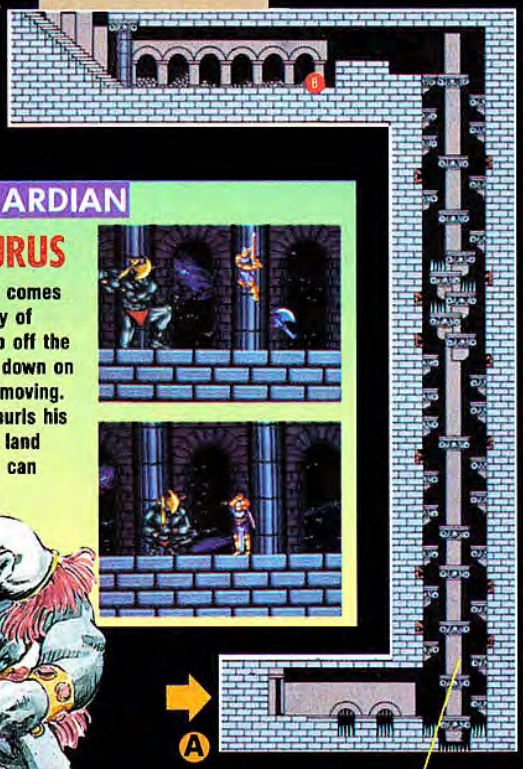
POINT B

LOW BLOWS

As you climb this long series of ledges, you'll find that some are already occupied. It is both easier and safer to attack from below. The Gargoyle heads will spit out balls of lava that roll down the ledges. Move forward at a steady pace to keep ahead of them.

TO MINOTAURUS

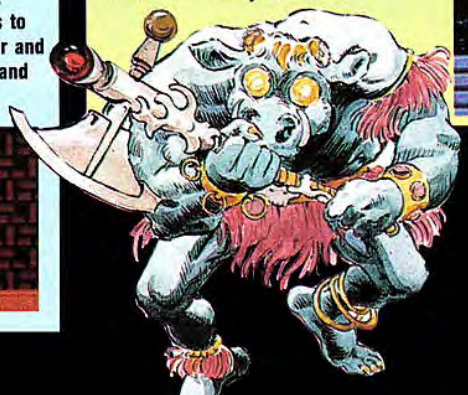
8. WHOLE APPLE



ACT 2 GUARDIAN

MINOTAURUS

This giant with a bull's head comes straight out of the mythology of ancient Greece. He'll leap up off the screen, then come crashing down on top of you unless you keep moving. Once he lands, Minotaurus hurls his axe. Jump over the axe and land close to the monster so you can strike him with your sword.



SWORD PLAY

Your hero can swing his sword more frequently when standing than when kneeling. Use this strategy to attack enemies that require repeated blows to be defeated. Also, if you're in the air and you push the Y Button, you'll kneel and slash as soon as you land.

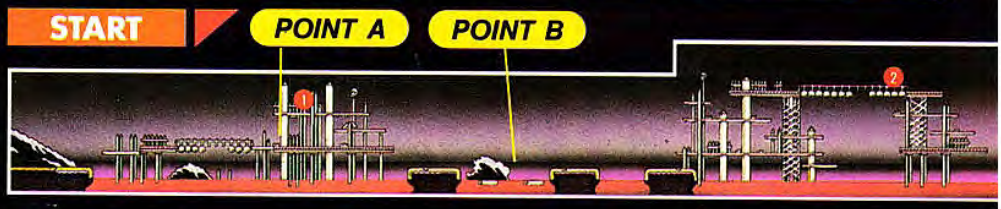
BLOODPOOL ACT 1

The first Act of Bloodpool takes place on a series of dilapidated bridges that are swarming with foes like red trolls and green giants who throw boomerangs. The graphics are stunning, but if you stop to admire the scenery, your trip will be a short one.

POINT A

LEAP INTO ACTION

The green, lizard-like giant will throw its boomerang at you as you approach. Leap over it, then duck as it returns. In this way you can get close enough to the monster to hit it three times to defeat it. You'll meet three of these creatures along the way.



POINT B

SINKING LOGS

If you stand too long on these logs they will sink into the poisonous lake.

Defeat the flying lizard before you jump to the log.

BLOODPOOL ACT 2

The castle on the shores of the lake must be stormed to avenge the losses of the local people. Monsters mix with murderous machinery for a nerve-wracking challenge. In one area the lights fade in and out, while in another, the platforms disappear.

POINT A

FADING MEMORIES

Remember the positions of ledges, enemies and spike beds so you can continue to move ahead when the lights grow dim and fade out.

POINT B

DRAGO NEWT

The skeletal creature with the sharp tongue is difficult to defeat because you move much slower in the water. Strike from the greatest distance possible. Also, avoid the lightning spikes by timing your jumps past them.

POINT C

DANGEROUS 1-UP

Jump from the Up Lift to the Down Lift near the top of the shaft to reach the 1-Up ledge.

The spikes on the top of the shaft will end your journey if you go too high.

YOU ARE THE MASTER

There is no specific order in which you must visit the six regions, but to enter most of them there is a minimum Experience Level that you must have already attained.

ACT 1 → SIM → NEXT AREA ACT 1

B →

POINT C

BACK TO THE 1-UP

The Guardian is just ahead so a 1-Up can be useful. A green lizard guards the 1-Up and you must cross a bridge of logs that fall away when you step on them.

POINT C

❶ 1000 BONUS POINTS ❷ HALF APPLE ❸ 1-UP ❹ WHOLE APPLE

THE MANTICORE

ACT 1 GUARDIAN

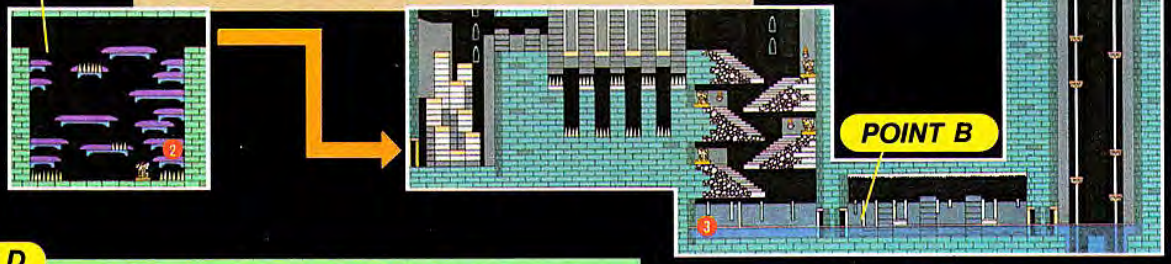
MANTICORE

Wait on the top right platform until the Manticore is about to jump to the top left platform. Now hop down to the second level. When the Manticore leaps to where you were standing, attack from below. His pattern never varies.

POINT C → TO B

POINT A → A

❷ WHOLE APPLE ❸ ORIGIN OF MAGIC ❹ 1-UP



POINT D

VANISHING SUPPORT

The platforms in this room appear and disappear. You will fall if you are standing on a platform as it disappears. Just be patient. Higher platforms always appear shortly after you jump to a lower platform.

POINT D

❺ WHOLE APPLE

ZEPPELIN WOLF

ACT 2 GUARDIAN

ZEPPELIN WOLF

The Wizard becomes a werewolf when he has lost about half of his HP. Both move in predictable patterns. Wait for the Wizard until he's on a low ledge on the left, then attack. Learn the Wolf's pattern or attack him during the transformation.

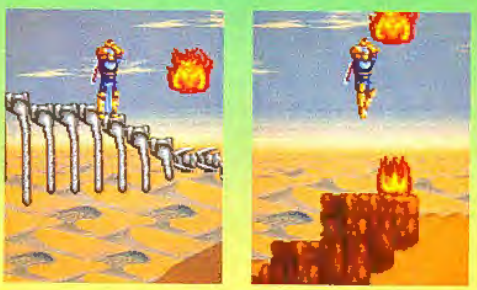
KASANDORA ACT 1

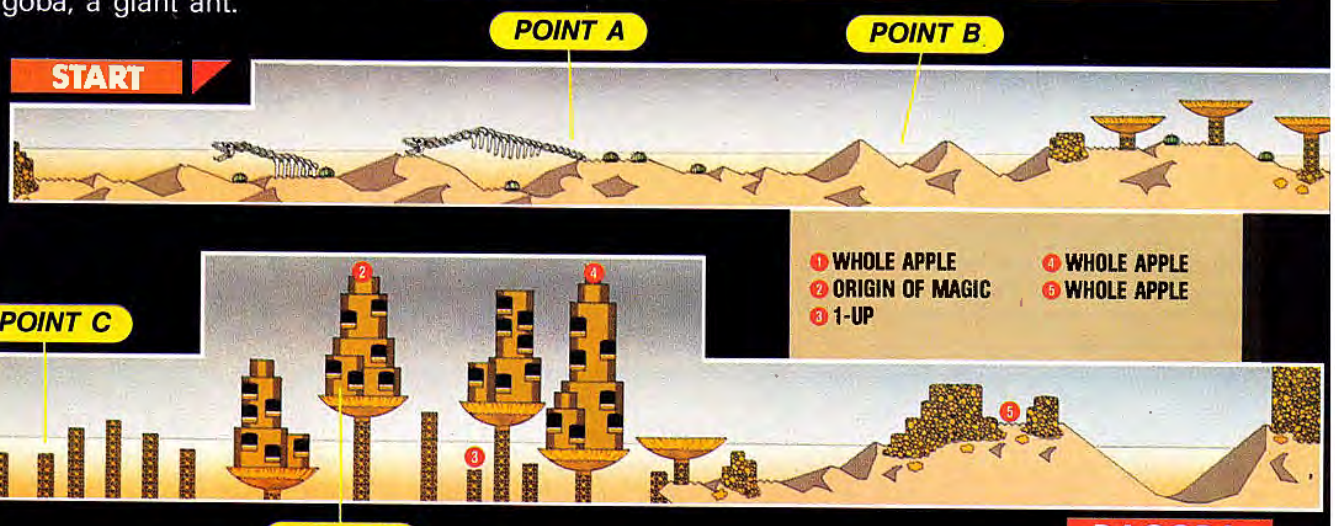
The harsh desert of Kasandora holds formidable foes including Insect Men, flaming clouds and tentacle vines that appear suddenly from the burning sands. At the end is Dagoba, a giant ant.

POINT A

BEATING FIRE

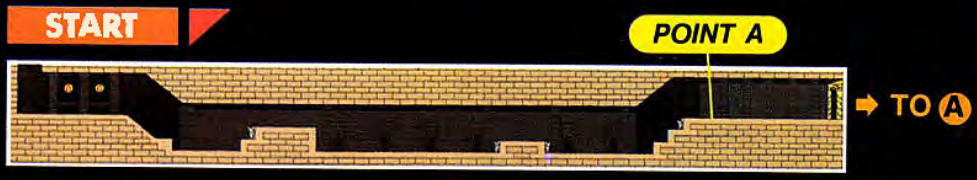
When the Fire Monster appears, move back up the spine until you're on the same level with the attacker. If it flies above you, it will drop damaging fire drops.





KASANDORA ACT 2

The people of Kasandora ask for your help when some of them begin disappearing inside a pyramid that they have discovered. Vipers, mummies, statues that come to life and much more await you in these ancient halls. A living sarcophagus is the guardian at the heart of the pyramid.



POINT A

THE BLUE WARRIOR

The Blue Warrior has a swift lunge that could catch you off guard. When he stops moving, move to the left out of his range, then step back to the right and hit him twice when he's vulnerable.

POINT B

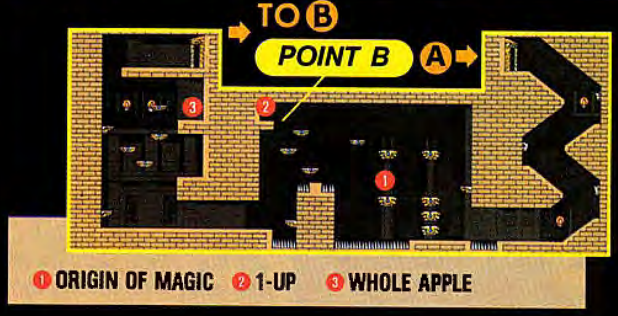
1-UP ON THE LEFT

Ride the top lift over to the niche in the wall. The Blue Flame will dog you, so destroy it. In the niche you'll find a 1-Up. Jump down the left wall, pressing to the left to get back to the main hall.

POINT C

PASSING THROUGH

Explosive balls fall from the ceiling in this dangerous hall. The balls are activated by footsteps, so jump past them. Watch out for vipers on the floor and more Blue Warriors with their special lunging attack.



POINT B

SAND TENTACLES

Wait until the tentacle begins to emerge before sliding down the dune and hacking it with your sword several times. Your first slash should be at your farthest striking distance.

POINT C

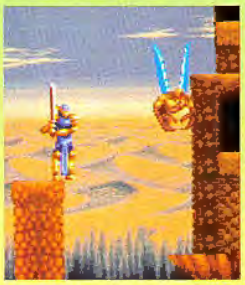
DROPPING DANGER

Blue Apes fly toward you, then suddenly drop from the sky. Wait on the left side of the platform and hit them when they land.

POINT D

INSECT WARRIORS

The Insect Warriors appear in the caves, fly out, then return to the same cave over and over again. Hit them when they emerge from the cave, then climb to the top of the tower for an item. Make cautious jumps when coming back down the towers.



TO A

ACT 1 GUARDIAN

DAGOBA

Dagoba erupts from the sand at the bottom of two dunes. His pincers will inflict damage, as will the rocks he throws and the spines that rake up through the sand when he sinks. Stand close to the beast and strike him, then jump to avoid the spines. Use your magic to speed up Dagoba's defeat.

POINT D

PATIENCE COUNTS

When you first see the lift, don't jump on it. It travels down into the spikes before it heads up again. Wait until it reach the spikes, then make your move. At the top you'll meet another Blue Warrior.

POINT E

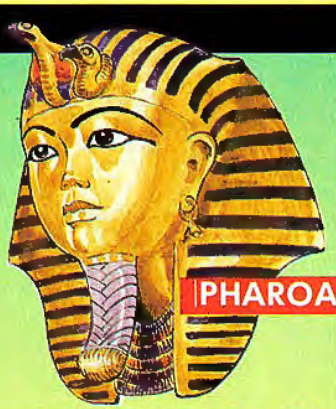
RED WARRIOR

The Red Warrior fires a sword blade projectile at you. The blade travels slowly and it's easy to jump over. Keep jumping until the Red Warrior leaps over you to the right side. Now the path is open to the Guardian.

ACT 2 GUARDIAN

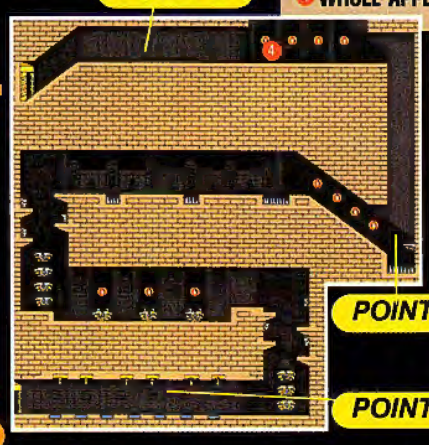
PHAROA

The ancient ruler of this pyramid has taken the form of a golden mask that floats in the air then crashes down where you were last standing. Keep moving to avoid being smashed. You can attack Pharoa's corners with several sword strokes when it lands on the floor. Beware of the energy ball and arrow that are released each time Pharoa lands. You can jump over them to avoid damage.



POINT E

4 WHOLE APPLE



B

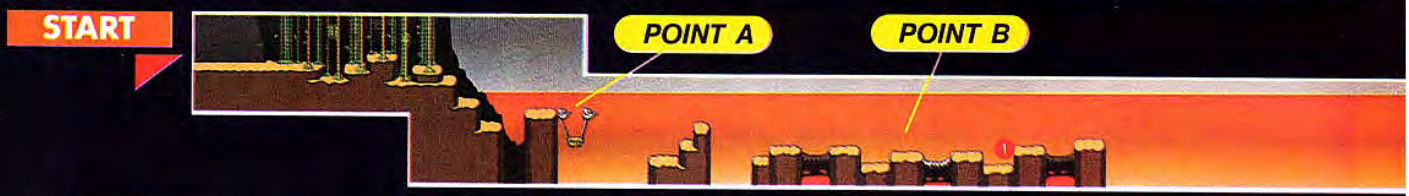
AITOS ACT 1

The mountains of Aitos are as rugged as they are dangerous. Deep fissures cut through the rock and can only be crossed by means of a flying Chariot. Be prepared to meet Fungus Stalks that spring from the steep trails and release spore balls. At the end is a thundering waterfall and the swift Aquatic Dragon.

POINT A

A FLYING CHARIOT

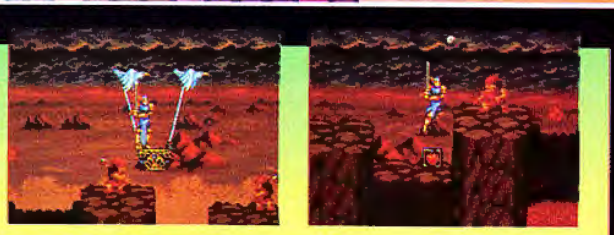
The Flying Chariot is pulled by two white eagles. You can stay aboard or jump down to battle enemies on the ground, then leap back onto the Chariot. Watch out for eruptions of hot lava and attacks by airborne enemies. You'll be able to hit most enemies when you are kneeling.



POINT B

FLY OR WALK?

If you stay on the Chariot, be prepared to duck and jump. Lava from volcanos and enemy shots rain around you. You'll also miss the items below.



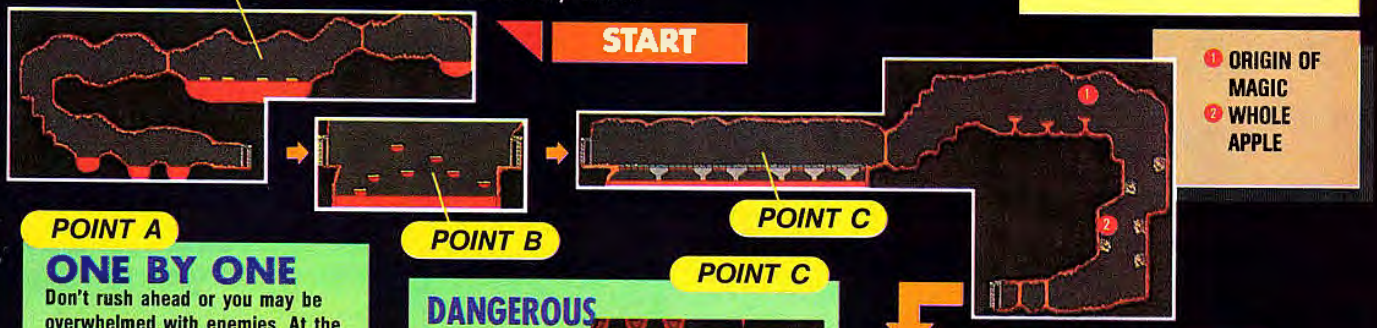
AITOS ACT 2

The volcano of Aitos is a place of fire and shadows. The caverns wind deeper into the heart of the mountain where you'll meet trolls, archers, and monsters that burst into a halo of enemies. It is not as long as some stages, but you must fight for every inch.

POINT B

SINKING LIFTS

The ledges rise and fall from the lava pool. Defeat the cluster of eyes, then head for the upper ledges.



POINT A

ONE BY ONE

Don't rush ahead or you may be overwhelmed with enemies. At the lava lake, when the lava creature leaps from the molten pool, jump back to the right. It will disappear after firing its shots.

POINT C

DANGEROUS CROSSING

The bridge crossing is a nightmare. Jump back to the left to evade the lava creature and slash the archer's flaming arrows. When you move forward, the archer retreats.

TO FIRE WHEEL

ACT 2 GUARDIAN

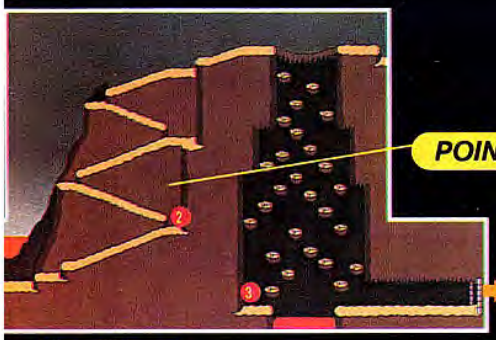
FIRE WHEEL

The Fire Wheel's pattern is predictable. When it is in the upper right, wait under the ledge. Move out to strike when it touches the ground.

ActRaiser

POINT C SPORE ATTACK

The Fungus Stalks send huge balls rumbling down the trail. You can jump over them, but it is easier to wait at the edge of the switchbacks where the balls don't go.



ACT 1 GUARDIAN
AQUATIC DRAGON

Stand on the middle ledge and use the Sword Projectile to attack the Dragon. By moving to either side of the ledge you can avoid being hit by the Dragon as it passes by. Aim for the head.

1. WHOLE APPLE
2. 500 BONUS POINTS
3. 1000 BONUS POINTS
4. CRUSH
5. WHOLE APPLE
6. PROJECTILES

POINT D THE SWORD PROJECTILE

On the last small ledge to the right is the Projectile. Hit it then jump up and grab it. With the extra range of this weapon the Aquatic Dragon will be easy to beat.

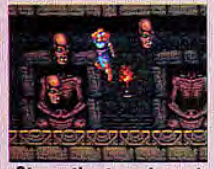
MARAHNA

There's no fun in the sun on Marahna. Your work here includes causing earthquakes and destroying an evil temple.

ACT 1 GUARDIAN
RAFFLASHER

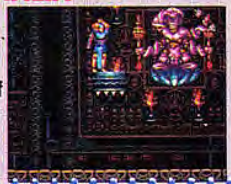
The Raffflasher is a nightmare plant that rises out of the swamp. Attack from the rock nearby.

Natives with blowguns, men without heads and living statues gang up on you in the tropical jungles and swamps of Marahna.



Storm the temple and destroy the evil Kalia.

ACT 2 GUARDIAN
KALIA



Kalia has bewitched the people of Marahna and it is your job to win them back. Beware of his arrows and ride the platforms with care.

NORTHWALL

This frozen land of Northwall must be thawed and made green, but first you'll have to battle over ice and up a giant tree.

Whether above ground or in the ice cave, you'll find a frosty reception from the men and creatures here.

ACT 1 GUARDIAN
MERMAN FLY

It is difficult to dodge the Merman's attack while in the icy pool.

When you reach the bubbles, keep jumping so the bubble won't burst.

ACT 2 GUARDIAN
ARCTIC WYVERN

The Arctic Wyvern may be your fiercest opponent yet. Still ahead is Deatheim, the ultimate challenge.

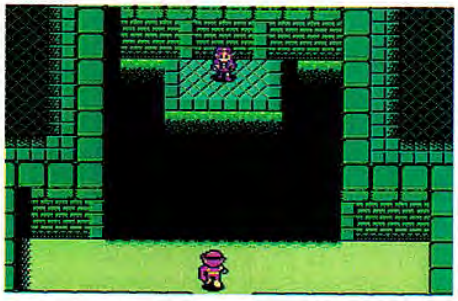
COUNSELORS' CORNER!

CRYSTALIS

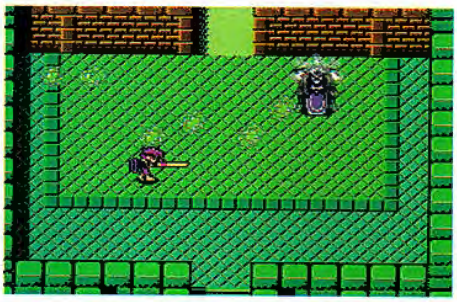
WHERE IS SABERA THE WITCH?

To save the Zombies from Sabera's wicked spell you must enter her cave, find her, and defeat her in battle. The toughest part may be finding her. Sabera's chamber seems to be occupied by Mesia, your helper, who says that a sorcerer is at the back of the room. When you go back there you'll find the real Mesia. The first Mesia is actually Sabera in disguise. Hit the fake Mesia with the Sword of Fire three times. Finally she reveals herself and begins to fight.

Talk to the Mesia in the outer room and then follow her directions to go to the back of the chamber.



The real Mesia appears and tells you to go back and fight the fake Mesia, who is really Sabera the witch.

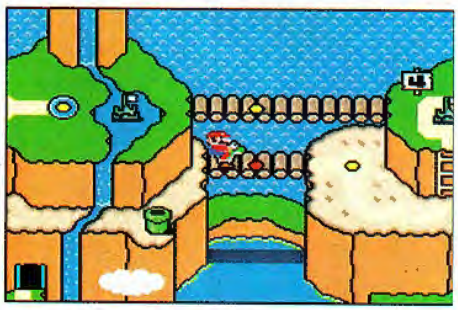


Attack the fake Mesia. At first she doesn't fight back, but soon Sabera reveals herself and fights fiercely.

SUPER MARIO WORLD

WHERE'S THE SECRET EXIT FROM CHEESEBRIDGE?

The secret exit from the Cheesebridge area is one of the trickiest in the game. In fact, the only way to reach it is to fly under the first Goal and swoop up to a second Goal on the same level. You can make it to the second Goal by yourself if you're an expert flyer but there is an easier way. Make sure that you're wearing a Cape and take Yoshi along with you. Then jump off the final lift and drift under the Goal with Yoshi. After passing the first Goal, Spin Jump off Yoshi to reach solid ground and run solo to the Goal! Yoshi won't make it, but you'll catch up with him later. This second Goal leads to a vine that extends to Soda Lake.



Bring Yoshi and a Cape with you to the Cheesebridge. You'll need them to reach the Soda Lake exit.

Jump from the last lift while riding on Yoshi and float down just below the level of the Goal.

When you are past the Goal and Yoshi is sinking out of sight, jump off his back using the A Button.

PILOTWINGS

HOW DO I REACH THE RESCUE MISSION?

To reach the Helicopter rescue mission you must pass Lesson Four, earning 300 points on four objectives. In Hang-gliding, make small adjustments to avoid over-compensating. After passing the ring once and rising on the air current, turn sharply back to the ring. You must be about 300 feet high to pass through the ring again. While Parachuting, make a long approach to the target across the island. Use the Flare to slow your approach over the dock to the platform. Approach the Jetpack target slowly. When the opening is fully toward you, blast through. Land by watching your shadow. The Light Plane is fairly simple. Go for max points.

After the rings, approach the target from across the island. Flare the parachute to slow your approach.

You must pass through the ring twice. Use the updrafts to gain enough altitude for repeated attempts.

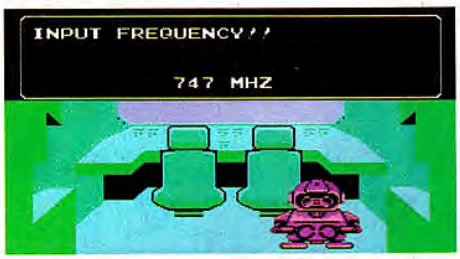
Watch your shadow while landing. Touch down lightly on the platform and hop to the center of the target.

Cut your speed to below 60mph when approaching the arch. Follow the orange balls in for a perfect landing.

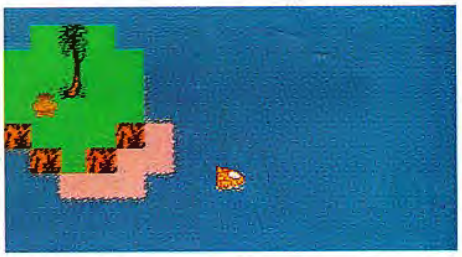
STARTROPICS

WHAT IS THE CODE TO REACH CHAPTER 5?

You must enter a radio frequency code after Chapter 4 in order to move on to Chapter 5. Unfortunately, the letter attached to the manual with the code on it is easy to lose. The code frequency is 747MHz.



By dipping Dr. J's letter in water, you'll find that the secret frequency code is 747MHz.



Once the code is entered correctly, you'll be able to continue your search for Dr. J in Chapter 5.

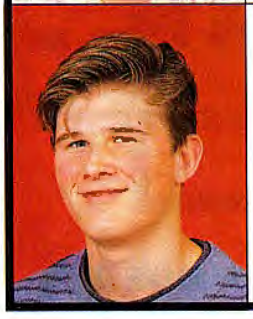
GAME COUNSELOR PROFILES

Mike Robertson

Became Game Counselor: July 1990
Hobbies: Basketball, Music
Best Video Game Accomplishment: Finished N.A.R.C. with three men.
Favorite Game: Wizardry

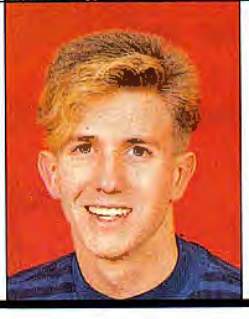
Gayle Wiler

Became Game Counselor: July 1990
Hobbies: Writing Poetry, AD&D, Dragon Models
Best Video Game Accomplishment: Finished Super Mario Bros. 2 with one man.
Favorite Game: Final Fantasy



Josh Davis

Became Game Counselor: August 1990
Hobbies: Snowboarding, Volleyball, Music
Best Video Game Accomplishment: Finished Solstice in one man
Favorite Game: Battle Of Olympus

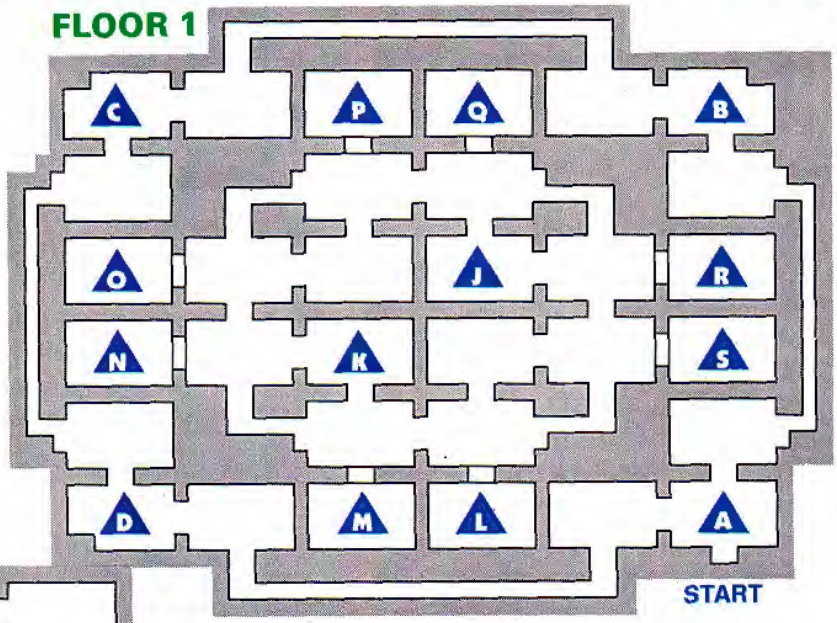


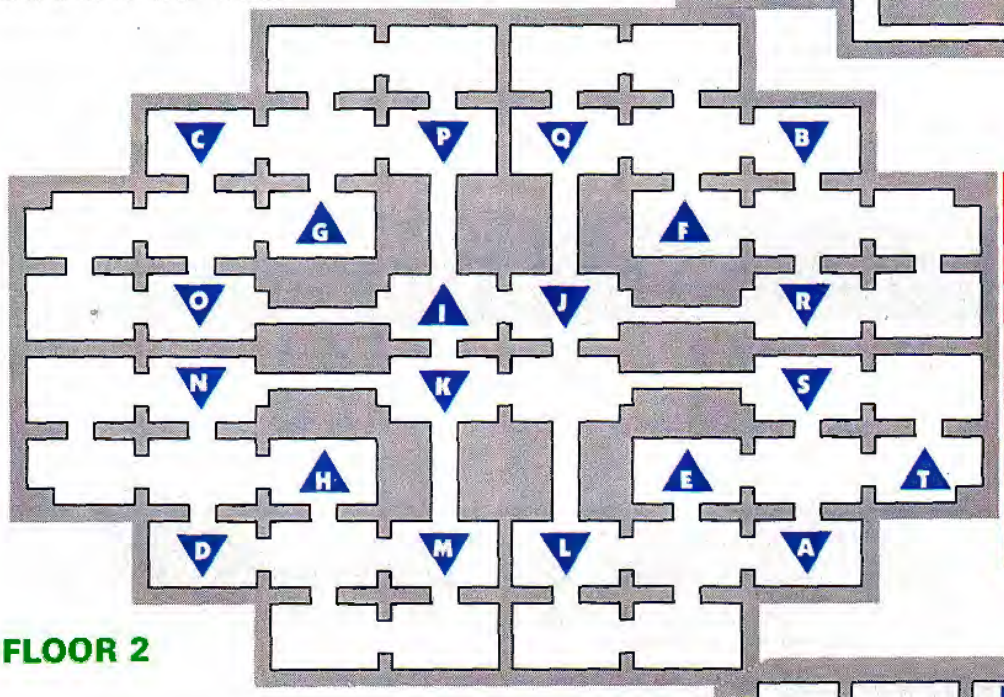
Chad Lykken

Became Game Counselor: August 1990
Hobbies: Skiing, Comic Collecting, Water Skiing
Best Video Game Accomplishment: Finished Final Fantasy Legend in one day.
Favorite Game: Nobunaga's Ambition

FARIA HOW DO I GET THROUGH BROWW TOWER?

Heroes in Faria have many hard tasks, but none are as difficult as clearing the four towers. The first tower, Gelve Tower, was covered in Counselor's Corner Volume 26. Broww Tower is your second great test. The maps show how the stairways link the different floors, but you must also follow the specific route listed below and be wary of one-way doors on Floor 2. First, however, make sure you have the Gold Stone from the first cave. You need it to beat the Scissor Boss at the end of the Tower.





FLOOR 2

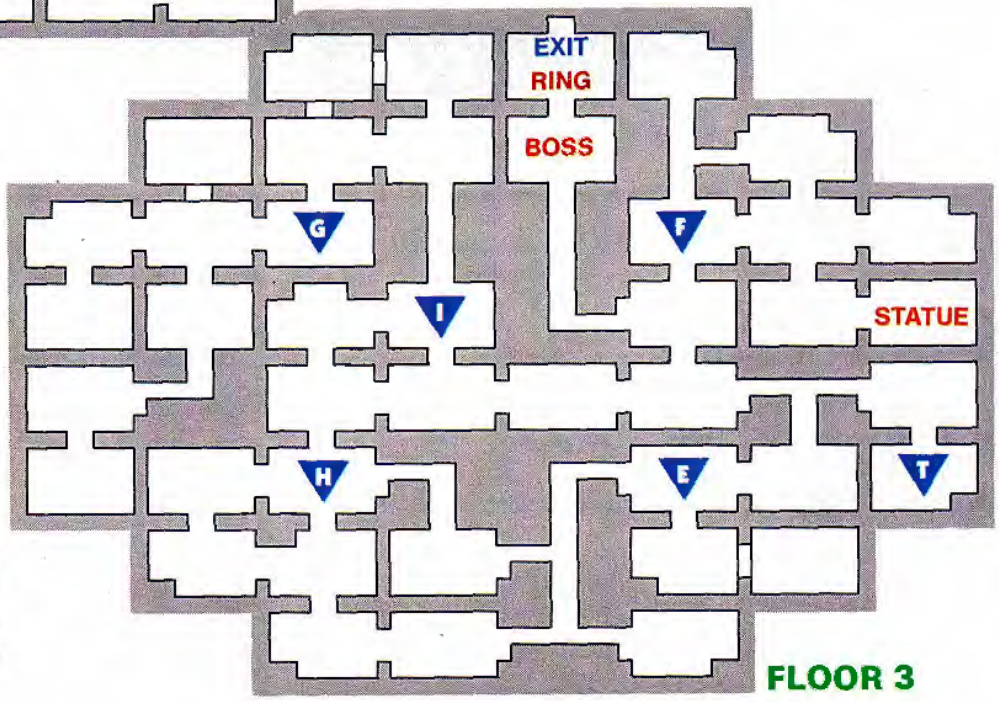
MAP KEY

Stairway Up

Stairway Down

Inside the tower you can find many Pearls by wandering about. Since you don't lose Pearls when your character dies, they are a great way to protect yourself against sudden losses.

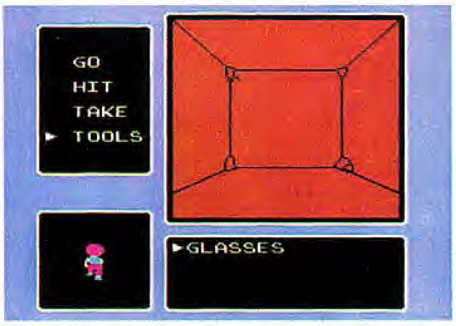
Go up to Stairway B, then take Stairway F on Floor 2 and push the Statue on Floor 3. Reverse your steps to the first floor and go counter-clockwise to Stairway D. On Floor 2, take Stairway H to Floor 3 and from H go to I. Stairway J brings you back to Floor 1. Work your way right and down, then walk through the wall to reach Stairway S. S leads to T and that leads to Floor 3 where you can now reach the boss. Attack the three small scissors so you can reach the boss and defeat it. In the next room you'll get the Ring, which refills arrows and HP.



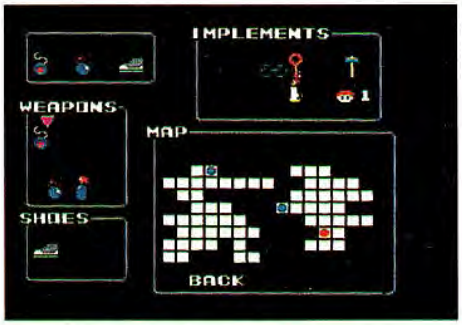
THE GOONIES II — WHERE DO I FIND THE DIVING SUIT?

Two items that give many players a tough time are the Diving Suit and the Ladder. Both are on the back side of the map, but you must get the Diving Suit first. Make sure you have the Glasses, then go to the door shown on the map below. Make your way through five rooms and use the Glasses to find the wall safe with the Diving Suit.

The door that leads to the Diving Suit is on the Back Map, right side, one level up from the bottom.



Inside are five rooms. The fifth room looks empty, but it isn't. Put on your Glasses for a better look.



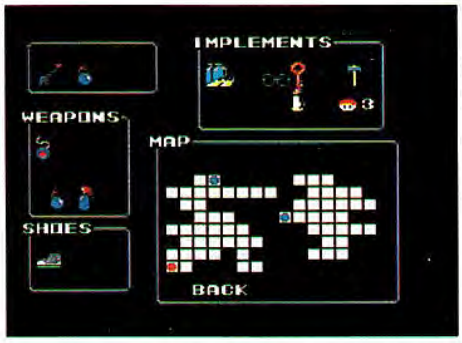
The red dot on the subscreen map shows your location. The Diving Suit area entrance is shown above.

With the Glasses activated, you are able to see the wall safe, although not what's inside.

Open the safe and take the Diving Suit. With the Diving Suit, you can explore new underwater areas.

THE GOONIES II — WHERE DO I FIND THE LADDER?

The Ladder is also on the back side of the map as shown by the red dot. You'll have to work your way down into the Water area at the bottom from the Ice area on the Front Map. To enter the water, just use your Diving Suit. The Ladder is in a series of rooms at the bottom-most left-hand corner. Hit the middle of the wall in the room shown below to get the Ladder.

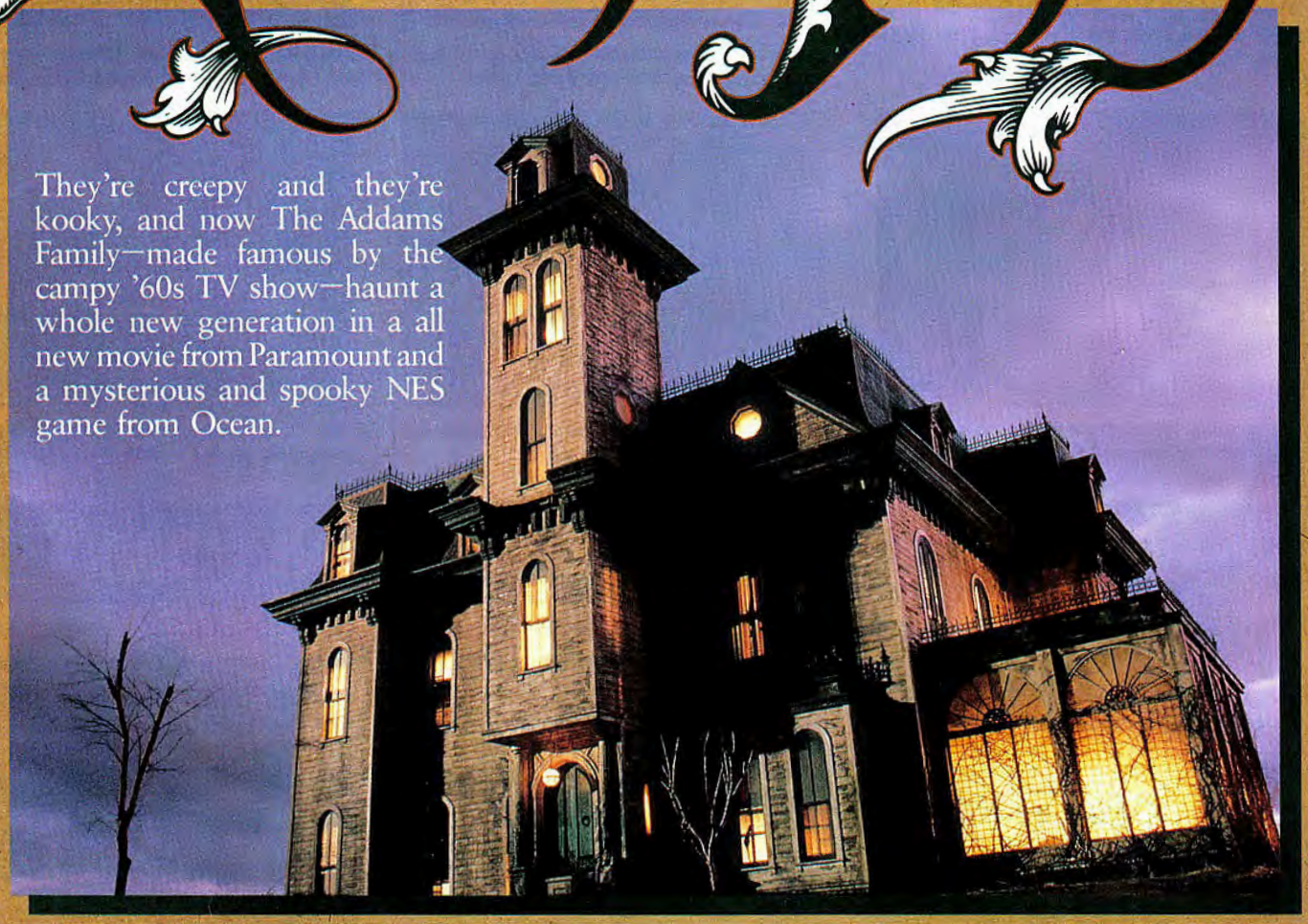


The water area is reached through the Front Map Ice area. Use your Diving Suit and plunge into the drink.

Swim down a pipe then to the left where you'll find a door leading to the area where the Ladder is hidden.

Hit the middle wall to find the Ladder, and don't forget to pick up the Bomb Box in the room to the left.

The Addams Family™



They're creepy and they're kooky, and now The Addams Family—made famous by the campy '60s TV show—haunt a whole new generation in a all new movie from Paramount and a mysterious and spooky NES game from Ocean.

GAME PAK · DATA BOX

THE ADDAMS FAMILY

OCEAN

MEMORY	1M x 1M
	MMC1 — —

POWER METER	
Graphics & Sound	3.3
Play Control	3.1
Challenge & Excitement	2.9
Theme & Fun	3.2

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GET TO IT, GOMEZ!

Good heavens! Except for Gomez, everyone in the Addams Family seems to be missing. It's time for him to Lurch into action and get to the bottom of Things.

OOKY MOVES

Ghosts and skulls and man-eating plants are just a few of the dangers lurking around the musty, old mansion. Gomez can lick most of the creeps by pouncing on them.

DUCK DANGER

Gomez is a smaller target when he ducks. He can avoid damage in areas like the Conservatory by ducking, and when he squats he fits through narrow passages.

HIGH JUMP

To reach treasures that are out of Gomez' regular jumping range, use an enemy as a stepping stone. He'll bop the bad guy and bounce up.

YOU NEED DOUGH

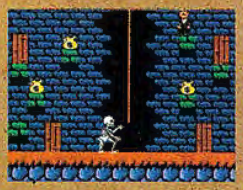
To save Morticia, Gomez has to cough up a cool million, so save every dime you can find. Bags, bars or bills, it all adds up to pay the hefty ransom.

Ghoulish Grounds

What kind of gruesome garden is this? For kids who like to play in crypts, it's the best! The house is locked, and Gomez doesn't have a Key. He'll have to jump man-eating plants, skittering skulls and bouncing boos to reach the Crypt on the far right. The Skeleton inside holds the Key.

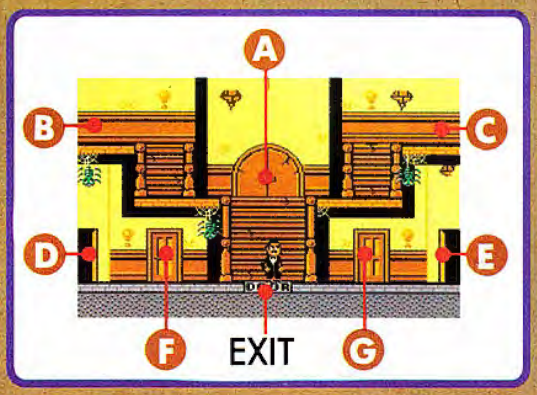
Hint, hint: Press the B Button to enter the creepy Crypt on the edge of the cemetery. Inside you'll find bags of gold, a bony guard with a Key, and four mysterious doors.

Rattle this rack of bones by hitting it directly in the skull three times, then pick up the Key it drops. Pocket all of the loot you find. Which of the four doors do you want to try? Two are treasure troves, one holds a crucial item, and one is certain death.



Enter At Your Own Risk

Don't say we didn't warn you! If you think the outside is eerie, wait until you see what lurks inside. You'll return to the entry area often as you explore all of the mansion's nooks and crannies. Watch out for the Spiders! They hover over doorways and drop when you near. Stomp to get rid of them for now. When you return, though, they'll be back. The chandelier falls as soon as you enter the main door. Press B to exit quickly, then go right back in and it will be gone.



HOW DO I RESCUE THING?

Run the gauntlet of guards, then jump to the shelf on the upper left.

Press Right and jump to bounce off the bed to the shelf on the right.

It's Thing! When you rescue him, he offers to give you a hand.

Go up the stairs and enter C from the landing on the right. Watch out for a falling sword!

A HELPING HAND

When you Select Thing, he circles around Gomez, making him invincible. You can use Thing only three times, though, so it's wise to save him for the most difficult areas that come near the end of the game.

FROM C

Ghoulish Grounds

What kind of gruesome garden is this? For kids who like to play in crypts, it's the best! The house is locked, and Gomez doesn't have a Key. He'll have to jump man-eating plants, skittering skulls and bouncing boos to reach the Crypt on the far right. The Skeleton inside holds the Key.

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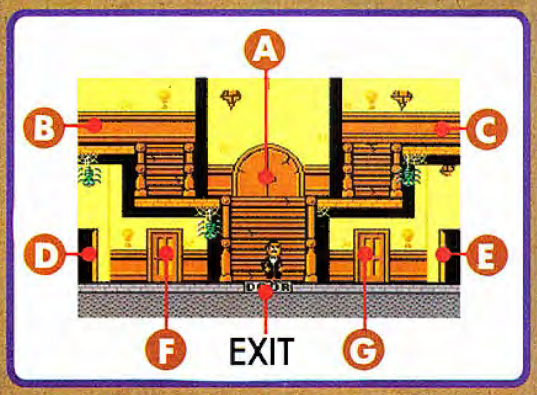

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FROM C

WHERE IS WEDNESDAY?

Wednesday's captors are keeping her on ice—enter the Freezer to free her. Enter the Kitchen, dodge the flying silverware, jump the mice, and make your way to the Freezer entrance on the lower left. Now get ready to slip and slide! When you find Wednesday, she's chilled to the bone. Take her to the furnace to warm her up.

FROM G

TO J

You might not see an immediate use for the empty Bucket that you find in the Kitchen, but pick it up anyway. It will be helpful later in the game when you need to tote some water to put out a fire. To reach it, climb up the Pipe.

J

The falling Snowballs are only the first of your worries in this very difficult area. Time your jump to hurdle the Snowball and touch down on the platform, then jump again immediately and watch for deadly Ice spikes.

Spikes fall from above when you try to walk by. Inch over, then quickly back up when they start to drop.

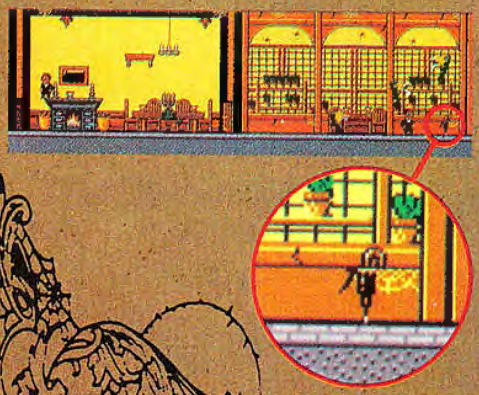
Don't get flattened by the Snowballs! Jump up into the narrow openings overhead while they pass.

Skip over the water to a 1-Up using the Ice Cubes as stepping stones, then jump up to find Wednesday.

THIS MIGHT BE USEFUL...

Be sure to pick up the Umbrella from the Conservatory and save it for a rainy day. It works like a parachute to slow and control your fall. You never know when you might walk off a ledge.

FROM E



The Addams Family

WHERE IS GRANDMA?

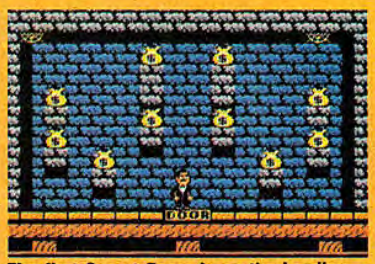
Grandma is being held in the Furnace and, boy, is she ever hot under the collar! Try to stay out of scalding water as you work your way over and up to her.

Another difficult area, the Furnace demands precise timing. Press B to enter. Inside, boiling water and steam vents keep Gomez hopping.

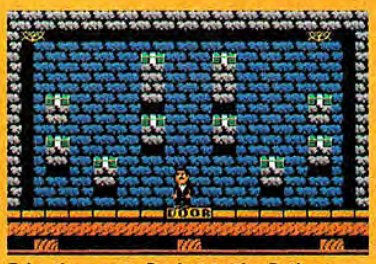
Grateful Grandma will help you fix the Fog Machine.

WHERE ARE THE SECRET ROOMS?

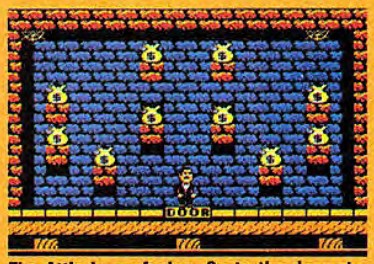
Four Secret Rooms hold cash caches that will help you meet the million-dollar ransom demand. One room is on the Landing, one is in the Dining Room, one is in the Attic and one is in the Pond. It's easy money, so take the time to search for the rooms.



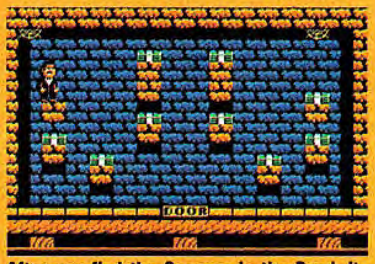
The first Secret Room is on the Landing. Stand below the empty picture frame and jump. While Gomez is airborne, press Up and A at the same time.



Take the empty Bucket to the Bathroom, pull the rope in the upper left, and fill the Bucket. Douse the fire in the Dining Room and press B.



The Attic is confusing. Go to the door at the far right and exit to the rooftop. Jump on the Cabinet and press B to enter the Secret Room.



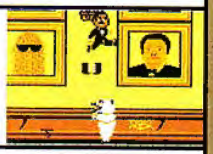
After you find the Spanner in the Pond, it looks like you've hit a dead end. If you continue through the narrow tunnel, though, you'll swim into a Secret Room.

HOW DO I TAKE THE BITE OUT OF THE BEARSKIN RUG?

It's dangerous to wake bears! When you're near the Bearskin Rug in the Gallery, it comes to life.

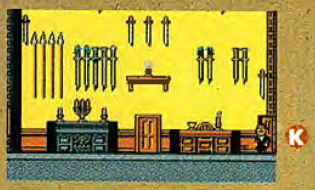
1 The Bear is really cross when he's awakened. He jumps up and chases, and if he catches you, he chows down. Your only hope is to catch the Bear in the Trap that hangs on the Gallery wall.

2 Scroll left until you wake the Bear up, then turn and run back to the right. Stop beneath the Trap and quickly turn to face the charging Bear. Jump and bounce off the Bear's head to knock the Trap down onto him.

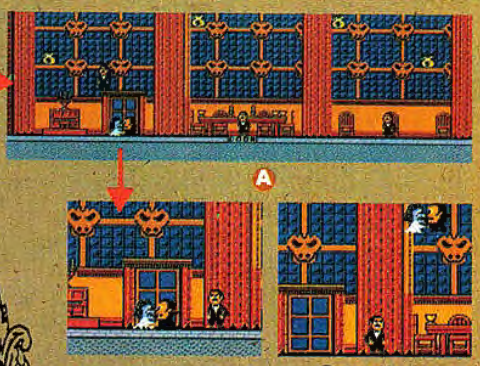


3 Once the Bear is Trapped, he's stuck there for the rest of the game. He'll still be there if you leave and return. Now you can go to the far left, climb up the shelves, and jump along the portrait frames to collect all the Money Bags.

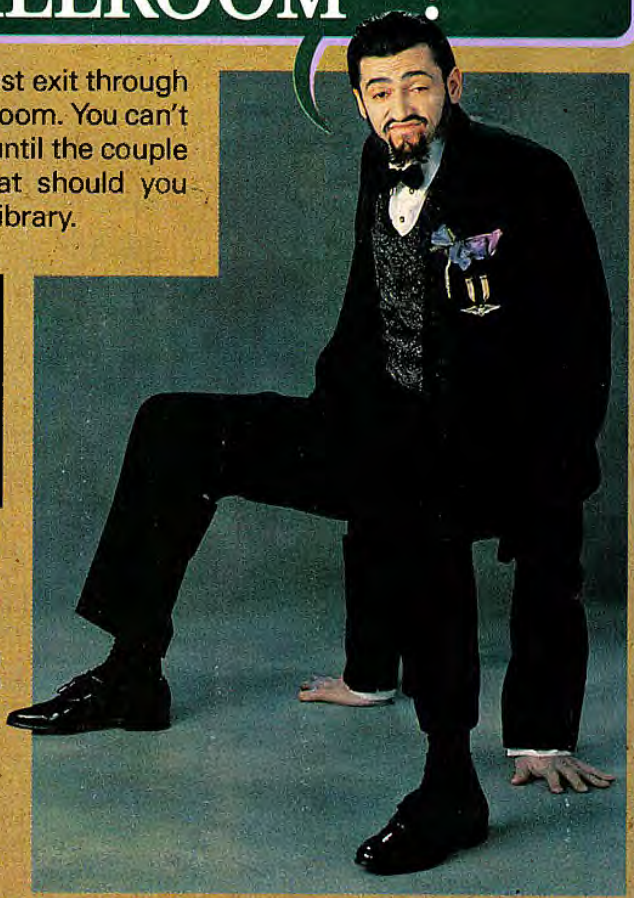
HOW CAN I GET TO THE WOODS FROM THE BALLROOM ?



To get to the woods, you must exit through the large window in the Ballroom. You can't get to the window, though, until the couple standing there moves. What should you do? Start by going to the Library.



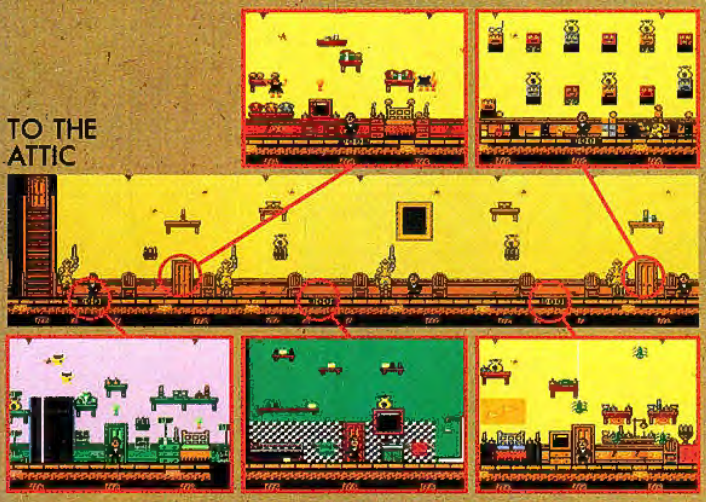
Go back out through the Gallery and climb the stairs to the Ballroom. When Lurch plays, the couple dances away from the window. Now stand in front of the window and press B to enter the Woods.

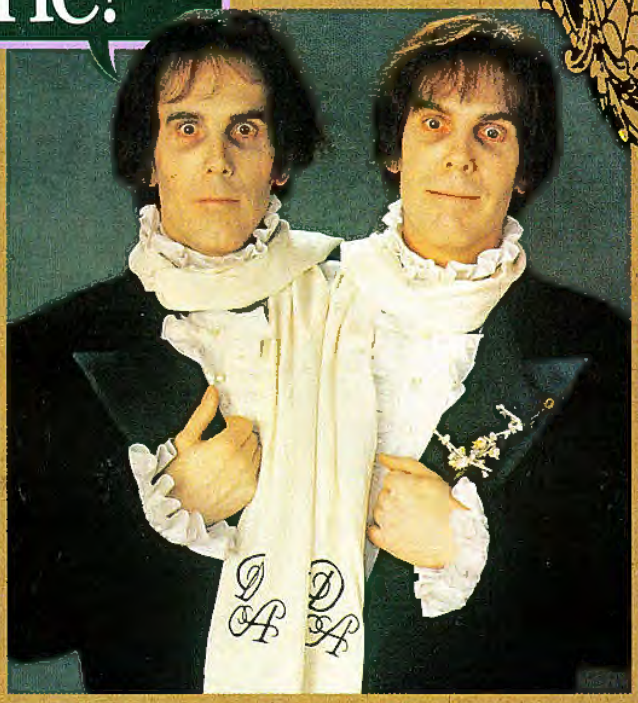


Go all the way to the left side of the Gallery and continue into the next room. Watch out for falling swords! Enter the Library through the door there and pick up the Music Manuscript from the shelf under the frame. Next, jump up and pull the Rope on the right to ring for Lurch, who shuffles in and takes the Music Manuscript. He tells you that he's going to play it in the Ballroom.

HOW CAN WE OPEN THE DOOR TO THE ATTIC?

First, rescue Wednesday. When she recovers from her chilling experience she will give you a key that opens the door to the Attic. Bypass the rooms you've already explored and head for the stairs.





WHAT INGREDIENTS DO I NEED FOR THE SHRINKING POTION?

Poor Pugsley! He's stuck in a secret passage, and you have to make a special potion to get him out. The secret recipe calls for three special ingredients, which you have to find.

A BLUE EGG

The Blue Egg is in the tree on the screen where you started, but its door is locked. The Key is in Wednesday's room, and getting it is no easy task. Be as quick as possible, avoid the Dolls, and jump up to get the Money and Key. Enter the tree and climb logs to the Egg at its top.

A BONE

A second ingredient, the Bone, is in a room off the Crypt. Enter the upper right door and run to the left. Climb up the three ledges, then jump on the bone as it moves above you. Go to the platform near the ceiling and inch over to pick up the Bone.

A PIECE OF FOG

To get the final ingredient, a piece of Fog, you have to activate the Fog Machine on the roof. It's not working now, but Grandma can tell you how to fix it if you find the Spanner. First, get the Snorkel from the Toy Room, then go through the Woods and jump into the Pond. Avoid Jellyfish and swim to the right until you come across the Spanner.

TINY TOON Adventures™

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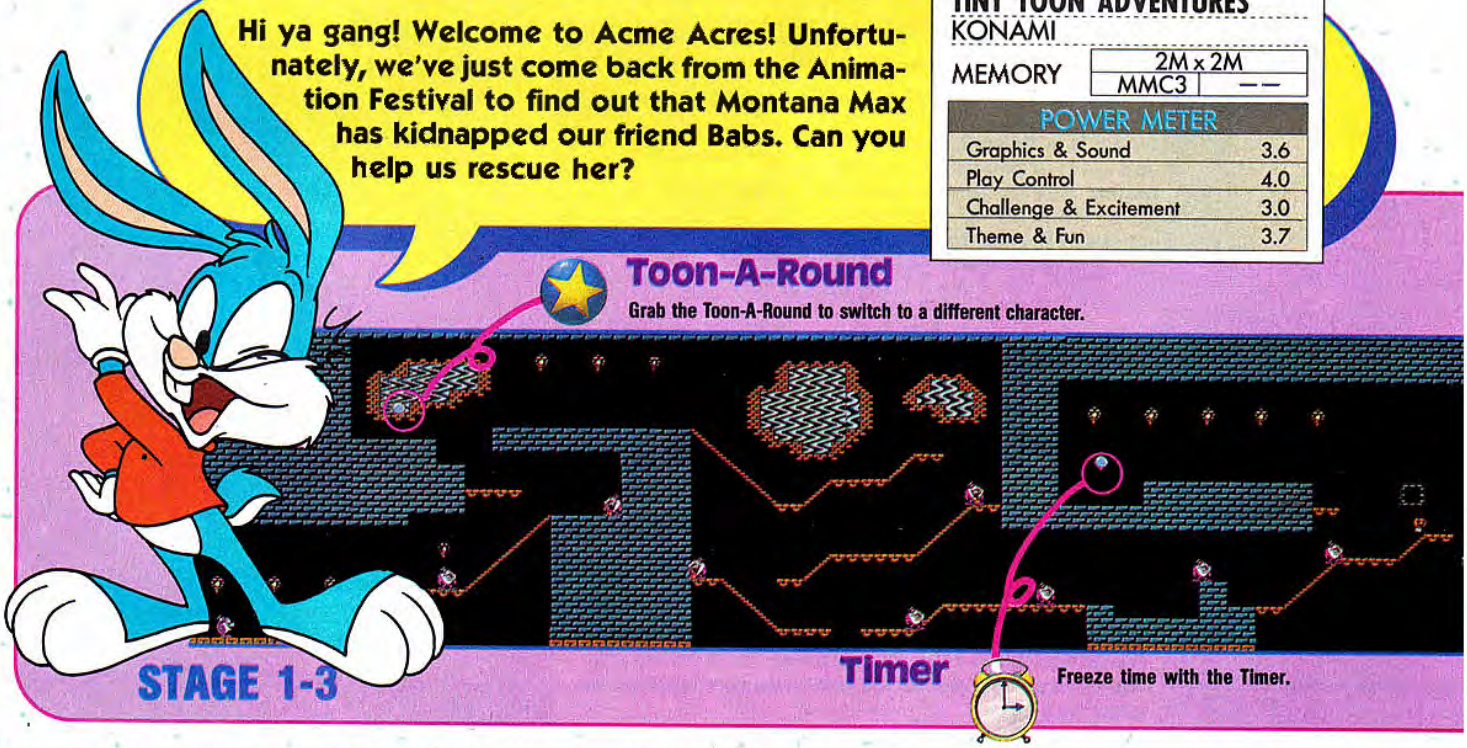
TM & © 1991 Warner Bros. Inc.

TROUBLED TIMES AT ACME ACRES!

GAME PAK · DATA BOX	
TINY TOON ADVENTURES	
KONAMI	
MEMORY	2M x 2M
	MMC3 — —

POWER METER	
Graphics & Sound	3.6
Play Control	4.0
Challenge & Excitement	3.0
Theme & Fun	3.7

Hi ya gang! Welcome to Acme Acres! Unfortunately, we've just come back from the Animation Festival to find out that Montana Max has kidnapped our friend Babs. Can you help us rescue her?

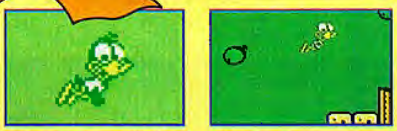


Toons To The Rescue!

Shirley, a well-known psychic, has looked into the future and now offers Buster the chance to select one of three friends to help him on the journey to come. Each pal has a special, useful ability, but he can choose only one of them to take along for the entire game. When Buster picks up a Toon-A-Round, his buddy takes over, and when the buddy finds one, it's Buster's turn to step back in. The two can switch back and forth whenever they find Toon-A-Rounds.

PLUCKY DUCK

This troublesome duck is always causing mischief for his friends and then talking his way out of it. A great swimmer, Plucky can also fly for a short time by flapping his wings.



Take an easy flight over the blocks.

DIZZY DEVIL

They don't call him Dizzy for nothing! He'll leave you spinning as he breaks blocks or attacks groups of enemies with his whirlwind moves.

Eliminate lots of enemies!

FURRBALL

A real cool cat! Furrball has some of the best moves when it comes to avoiding trouble. Try exploring new areas with his special skills.

Straight up and out of trouble!

STAGE 1: Field Of Screamz

The search is on! As Buster and his pal explore Acme Acres, they'll find Carrots and Balloons. They can trade Carrots for 1-Ups when they meet Hamton, so collect as many as possible. The Balloons are valuable, too. They hold special items like Happy Hearts, Toon-A-Rounds and Timers.

Bonus Balloons!

It's nobody's birthday, but there are lots of the special Balloons bobbing about. Pop them and pick up the items they leave behind.

Pick up the Toon-A-Round only if it's to your advantage to switch characters. If it's not, leave it behind.

The Happy Hearts are life savers. Each will absorb one hit. Pop the Balloons and pick them up!

Collect Carrots

Carrots can be traded for 1-ups at Hamton's House. Thirty carrots are worth a 1-up!

Carrots really are good for you!

Happy Heart Take an extra "hit" if you have a Happy Heart.

STAGE 2: Motion Ocean

You'll have to float past your enemies both over and in the ocean in this watery area of Acme Acres. Don't worry about getting a little wet behind the ears, because the Tiny Toon pals are great underwater.

Dizzy's Spin Attack works great against these floating enemies!

STAGE 2-1

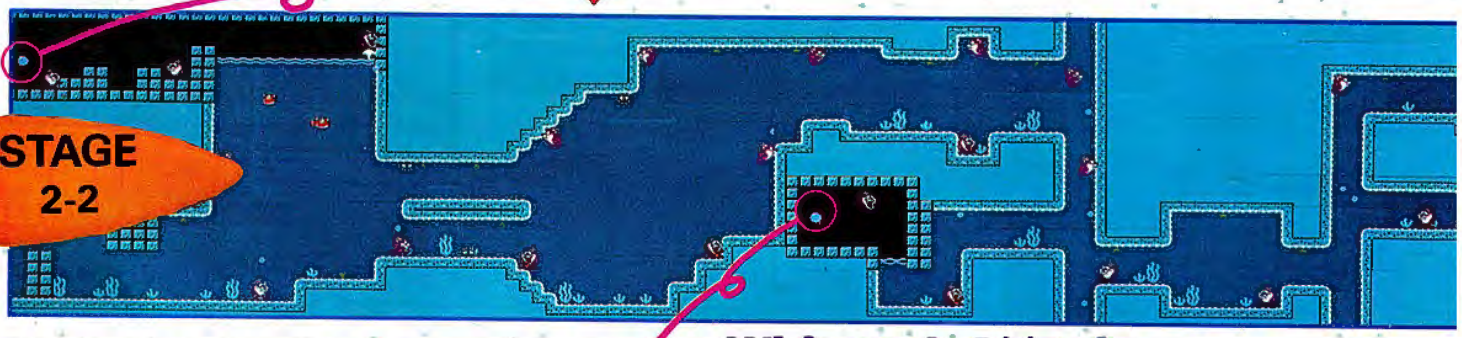
The sand pits and the nasty sea snails will cause you double the trouble if you're not careful here. The Spinys can't be defeated either.

Carrots, Carrots!

Stock up on carrots before you see Hamton.

Let's eat our way to visit Hamton.

STAGE 2-2

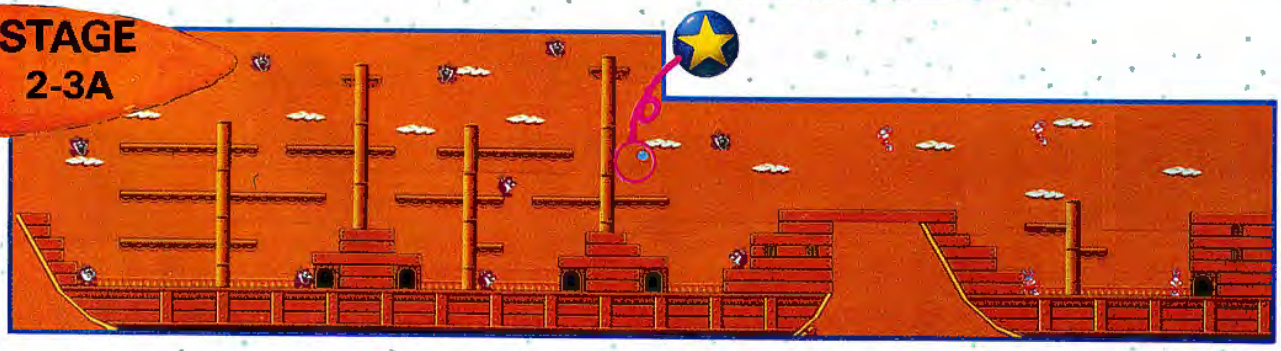


It's a long swim through here! For a quick break from the action, look for the special pockets of air that contain balloons or Hamton's hideaway.

Whirpool Attack

Time for a whirlpool attack.

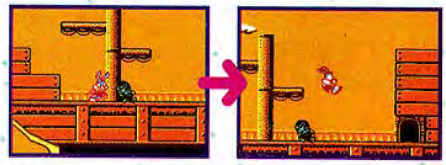
STAGE 2-3A



Aye matey, the ocean's no place for sea scruff! Defeat this shipload of pirates and their extra large crew of rats or you'll never see land again!

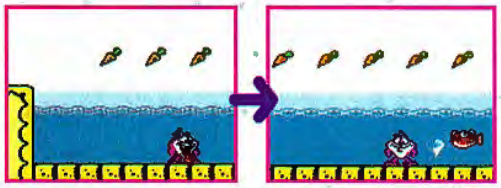
Safe Areas

Take a quick break behind a mast, then time your jumps accordingly.



Whirlpool Attack

Once in the water, any of the characters can send out a mini-whirlpool to attack his enemies. Just press the B Button and watch your enemies spin away.

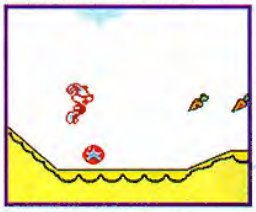


You must have full power to create a Whirlpool. If your meter is low, wait several moments for it to fill up completely.

Which Is Best?

Each character is different. It will take practice and timing to be able to use all three characters proficiently. Only take the Toon-A-Round if needed.

Great hang time!



Will it help to Toon-A-Round from Plucky to Buster?

Jump Or Duck?

Two ways to get around enemies.

Invincible Enemies

Jump over these guys.

Which Way?

If you have lots of carrots, take the high path to see Hamton.

Hamton's Place

Don't bother to visit Hamton unless you have at least 30 Carrots.

Anvil Attack

Be patient. If you stand still and wait here, when he throws the Anvil it will fly over your head. Without the Anvil, he's easy to beat.

Spikes Ahead

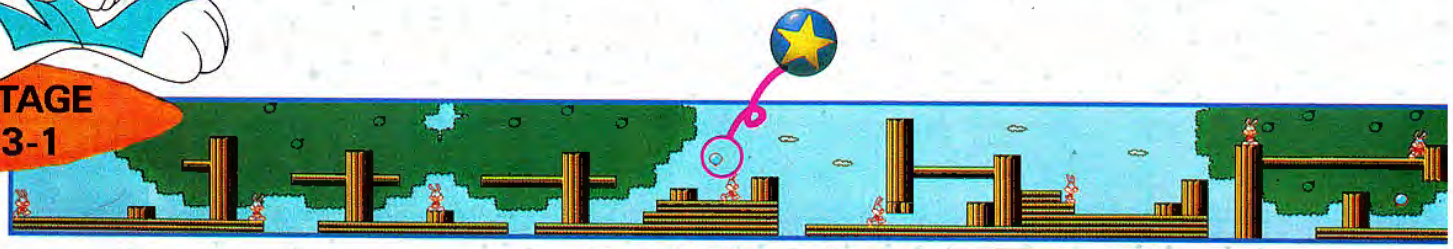
Move fast and watch out for these spikes.

STAGE 3: Weird Forest

This is no ordinary walk in the woods for Buster and his friends. Who knows what could be flying (or lurking) around every corner or behind every tree. Will you be able to find your way out safely or will you become a permanent part of the forest?

Furrball or Dizzy works great in the Forest.

STAGE 3-1

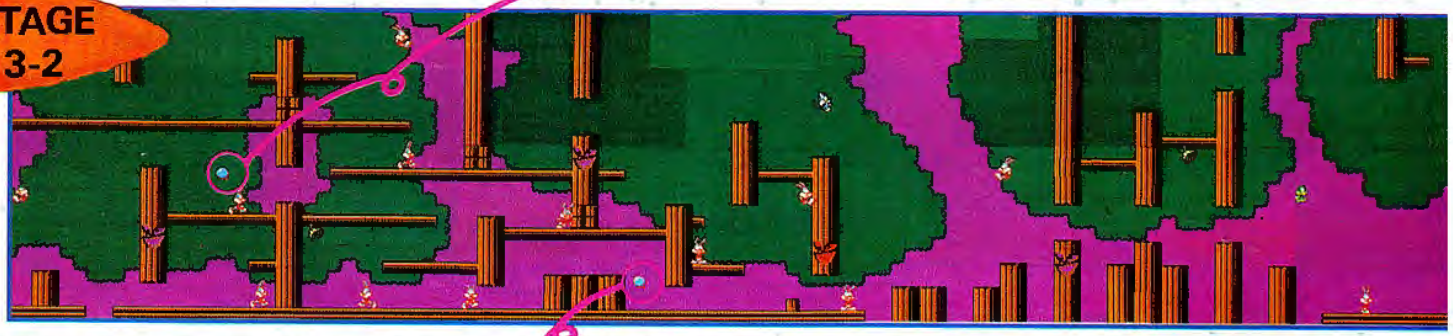


The berries will help you just like the carrots did. Grab all you can before you see Hamton.

Owls Clear Here

Move right until the owl is scrolled onto the screen. When he attacks, it's easier to time your jump.

STAGE 3-2

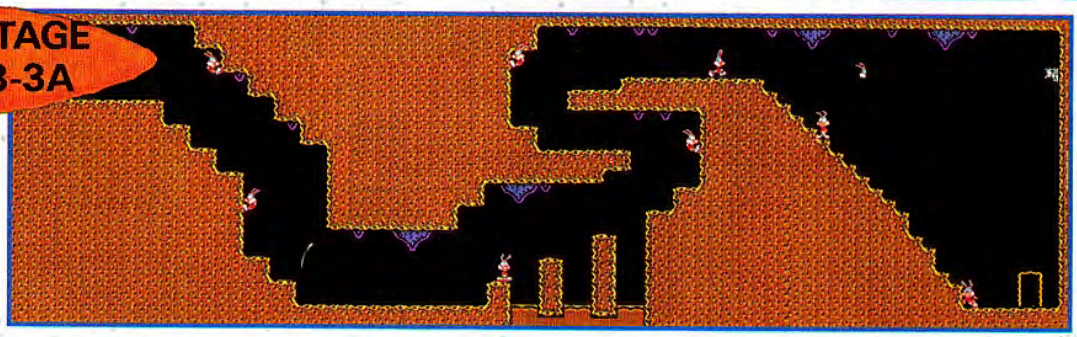


These spooky trees have a bite that's just as bad as their bark. Can you get by their all out aerial attack?

Wacky Trees

A flashing face will warn you of the next attack.

STAGE 3-3A



Two Routes, One Exit

You can take either route to get to the exit, but you'll need Furrball to take the high road.

Batty likes it just fine down here in the underground cavern! You'll want to get through here fast before you become a feast for Batty and his friends.

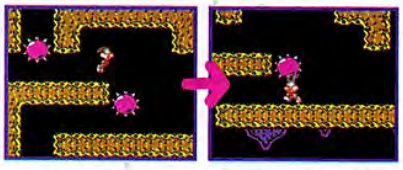
Underground Water

Don't sink, swim. You can paddle under the blocks here.

Prehistoric Fish?

Float at the top to avoid these hungry fish.

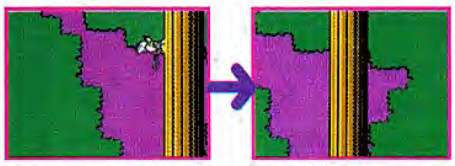
Spiked Traps!



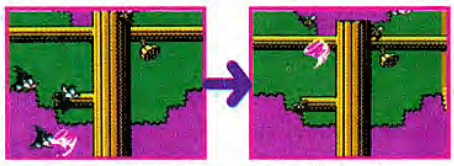
Timing is important here.

No Easy Way Out!

These animals are no friends of yours! Because there are a lot of flying creatures here in the forest, you may want to avoid them by sending Furrball over the tree tops or by using Dizzy's whirlwind ground attack.



If an enemy can't see you, he can't hurt you.



Use the whirlwind attack to fight off lots of enemies.

Skunk Crossing

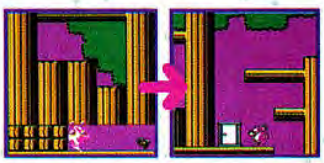
Defeat these guys when they're standing still or your nose will regret it.

Watch Your Step

Wait for the third block to fall before jumping.

Cash In Time!

Now's the time to use all those saved carrots and berries.



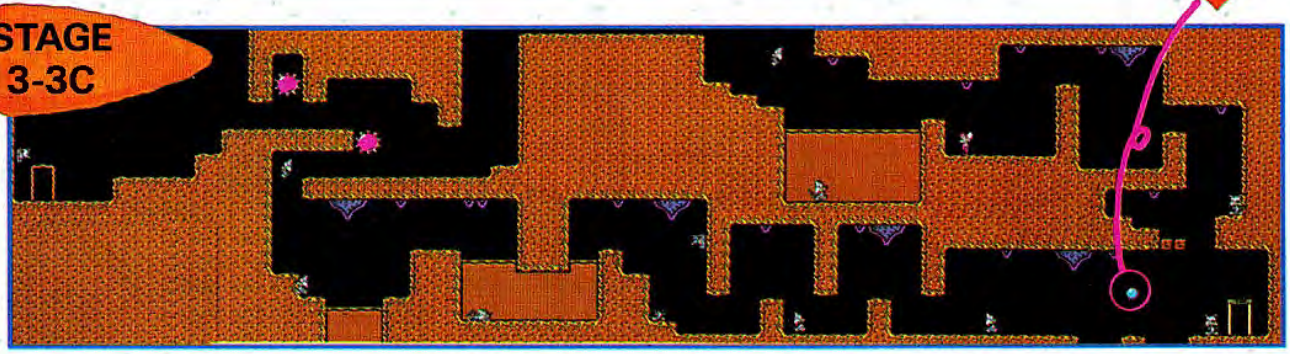
Only Dizzy can get to the location marked A on map 3-2.

Safe Spot

Take a break and plan your next moves here.

STAGE 3-3B

STAGE 3-3C



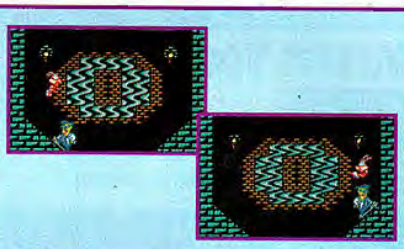
The Last Resort

We didn't want to make the trip too easy for you, so we grouped the tough guys (and gals) in a separate criminal lineup that you can turn to when you're really stumped by a character at the end of a stage.

STAGE 1-2

Stay away from Elmyra until the exit door opens or you'll find yourself squeezed back to the beginning of the stage!

STAGE 1-3

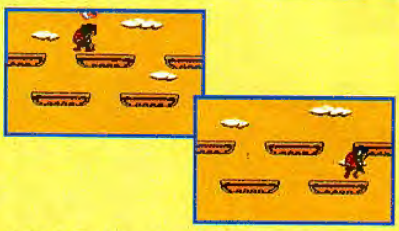


Dr. Gene Splicer will have you in stitches if you get hit with his anvil! Stand on the sides of the flat area and jump as he heads toward you.

STAGE 2-2

These platforms can be tricky, but if you wait for Elmyra to send you her affections, you can make a quick dash to the exit door.

STAGE 2-3



Captain Claw is no barrel of fun here! Start at the bottom of the screen and work your way up. Once on top, bop him quickly then go back down.

STAGE 3-2

It's hard to outrun Elmyra so try to stay off the floor. You can jump onto the single blocks with a short run and hop.

STAGE 3-3

Watch the pattern of the sliding rocks. If they move to the right Fido will fall on to the left block or vice versa if they are moving left.

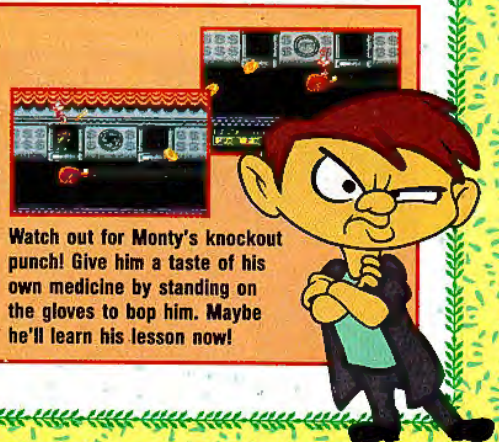
STAGE 4-2

Elmyra's waiting for you at the bottom of this shaft so plan your jumps carefully. If you fall, move to the left to land in a safe spot.

STAGE 4-3

Kong is king of the mountain here! The mini-kongs will only fall on the right girder so stay on the left until you see your chance to bop'em.

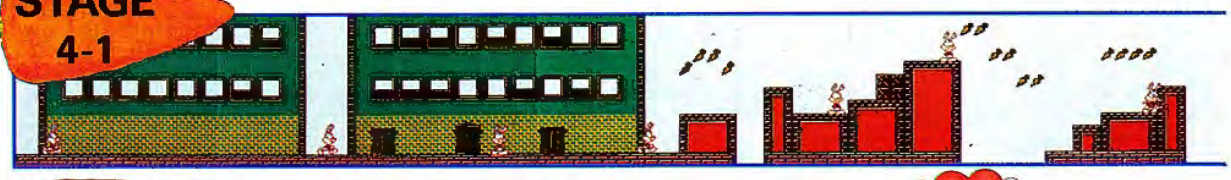
MONTY'S MANSION

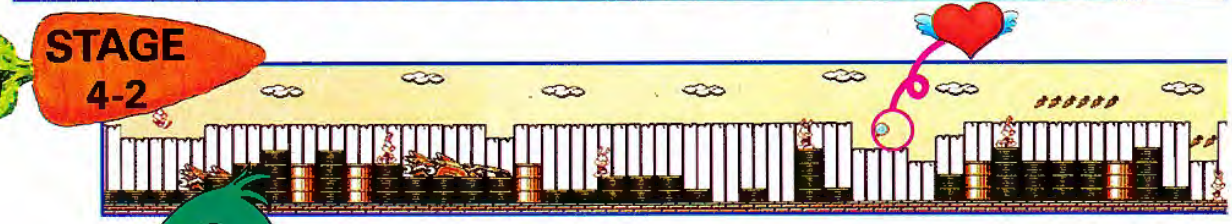


Watch out for Monty's knockout punch! Give him a taste of his own medicine by standing on the gloves to bop him. Maybe he'll learn his lesson now!

STAGE 4: Boomtown

Back in the city you'll have to ke an eye out for objects falling out the windows above you!

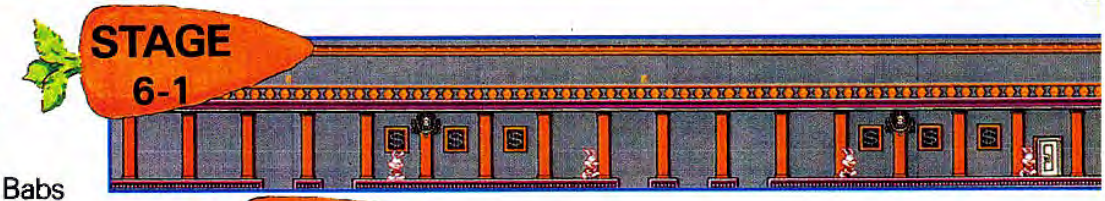


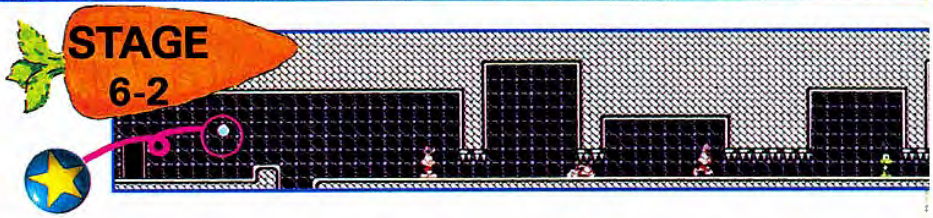


STAGE 5: Wackyland

Some pretty strange creatures can be found here in Wackyland! Can you put Gogo-Dodo back together again?

STAGE 6: Monty's Mansion





It could be lights out for Babs unless Buster can get through Monty's mansion. You can almost hear Babs now, so be extra careful because Monty has set a lot of traps for you along the way.

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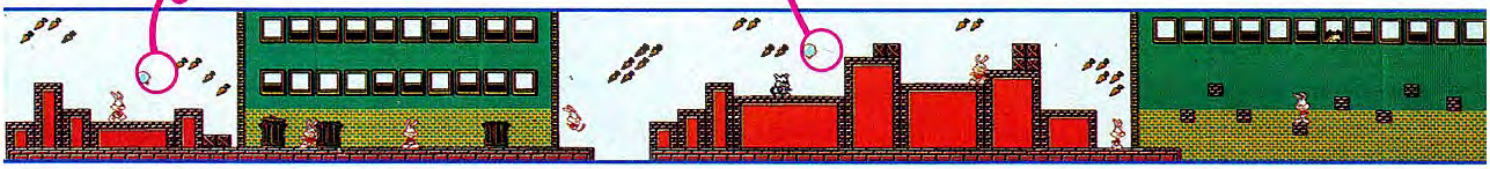
Put the lid on Scat with Buster bounces.

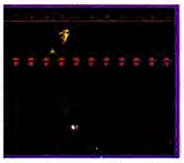
Make good jumps here, but watch your head!



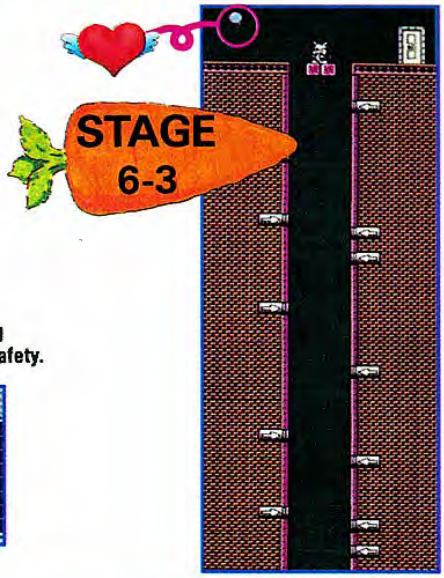
Watch out for Lubelle! She's always in a hurry.

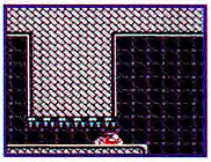
It's just a drop in the bucket for Plucky.

What kind of wacky wonder could this be?

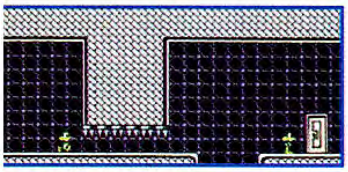


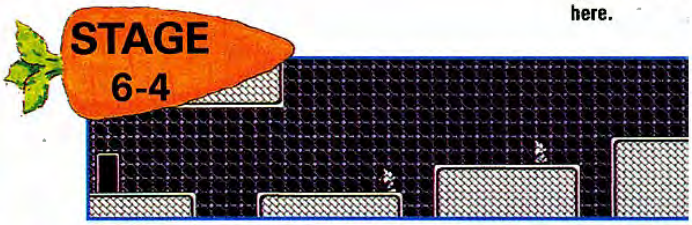
Who turned out the lights, Jeeves?





It's a long slide to safety.





You've got to quick on the l here.

Use a duck and jump pattern to get past these obstacles.

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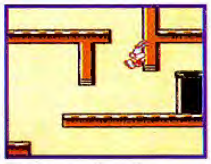
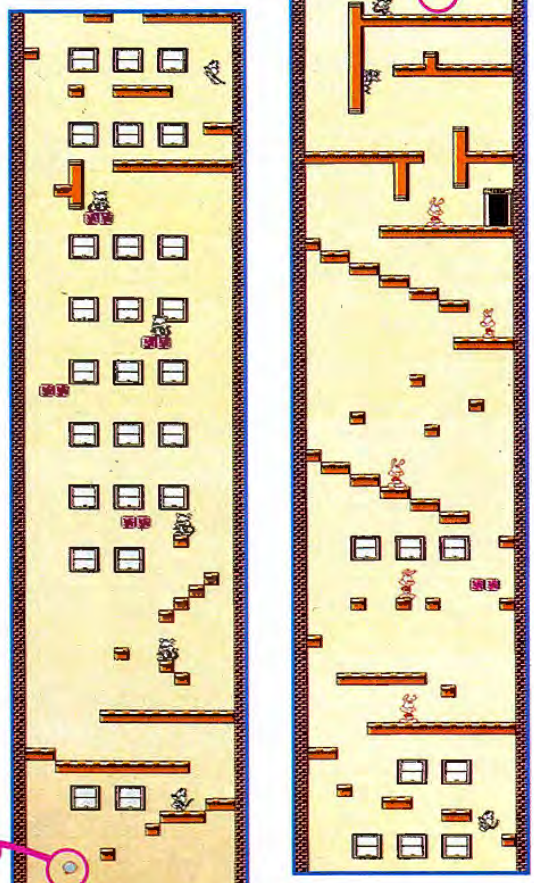
It's a long climb to the top.

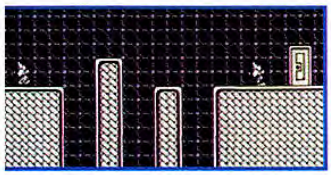


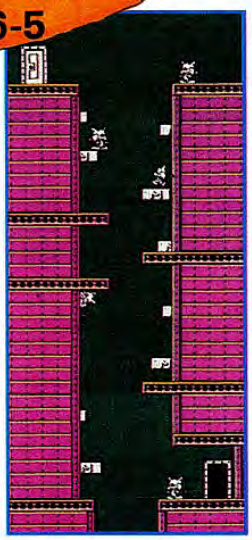
Buster can't quite make the leap, but Furrball can.

This one's going to be tricky to get.

GoGo has finally gotten himself together!







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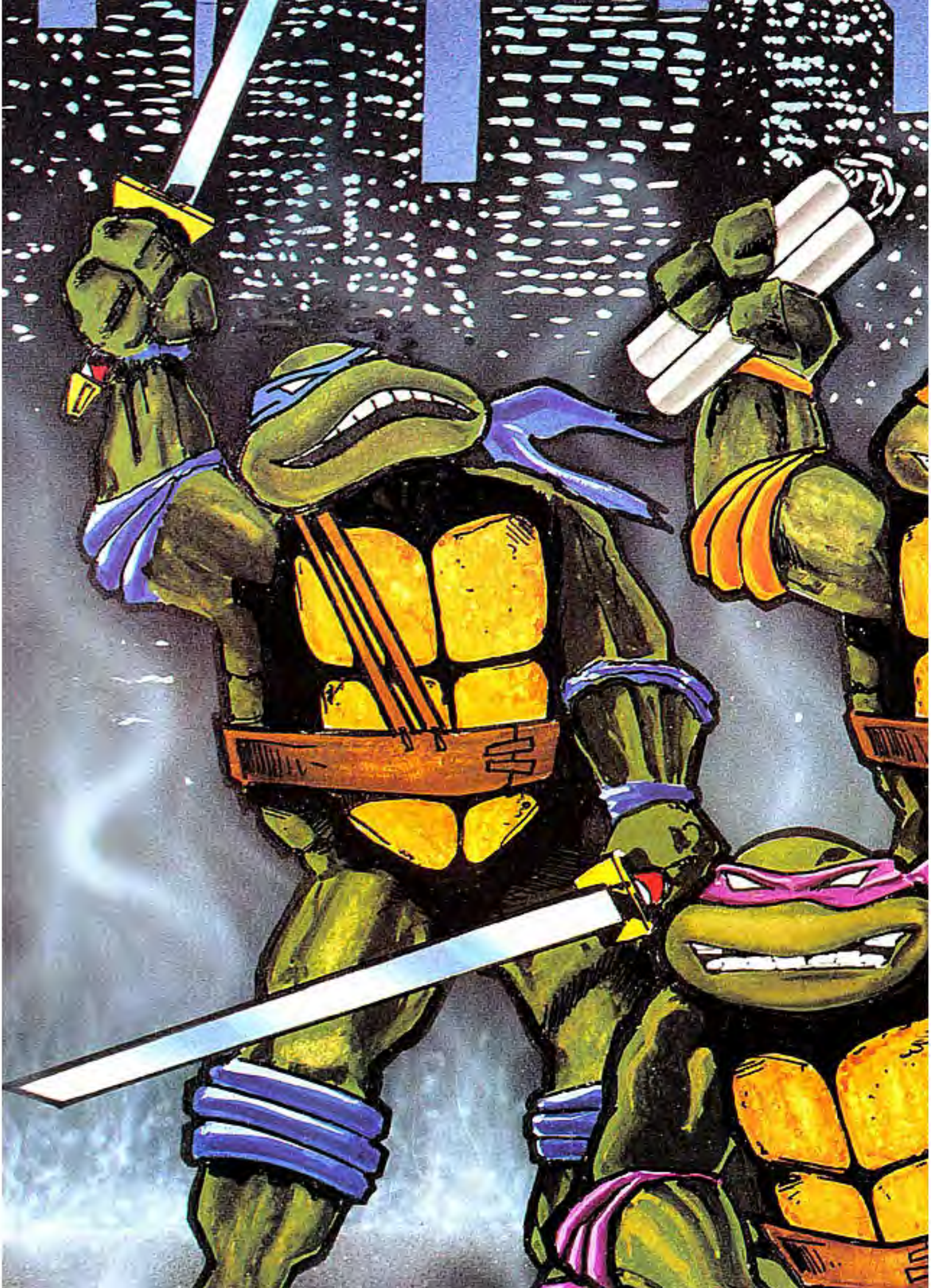

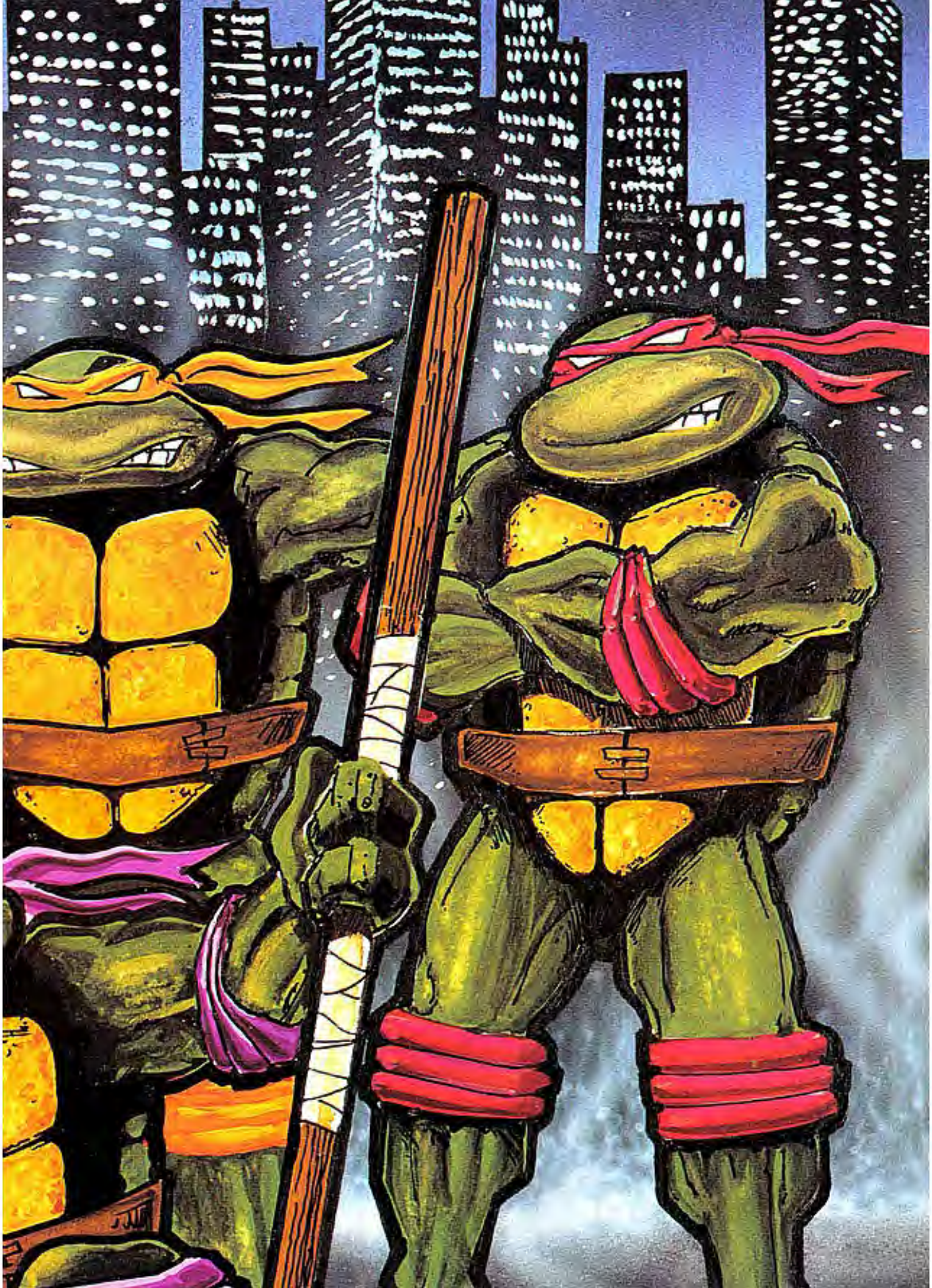

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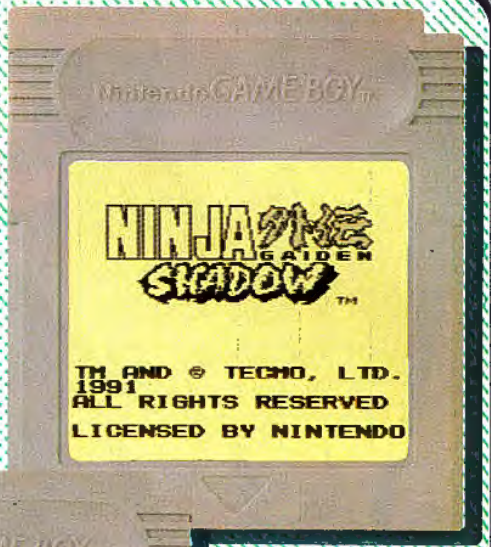
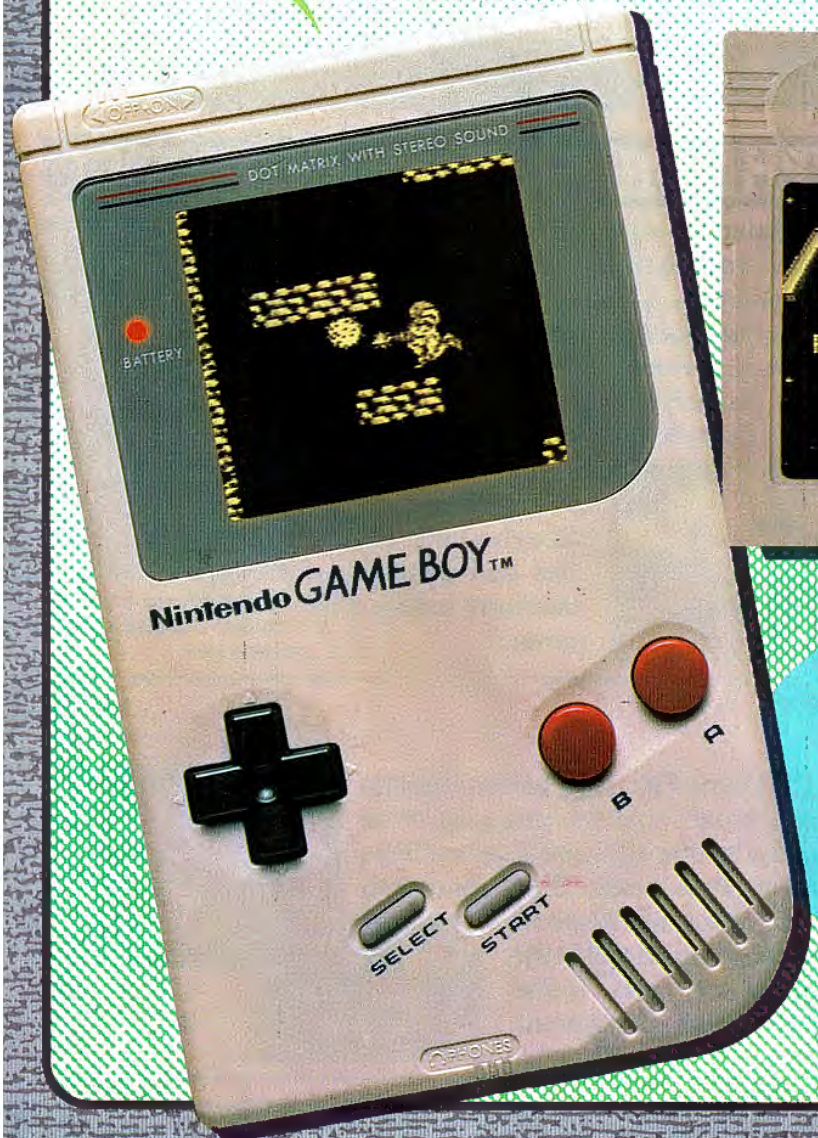
SPECIAL FEATURE

GAME BOY™

A trio of impressive follow-ups to NES hits top the list of Game Boy releases this month, including Samus Aran's mission to rid the galaxy of a Mutant menace on SR388, the home planet of the Metroids.

NINJA GAIDEN SHADOW





METROID II

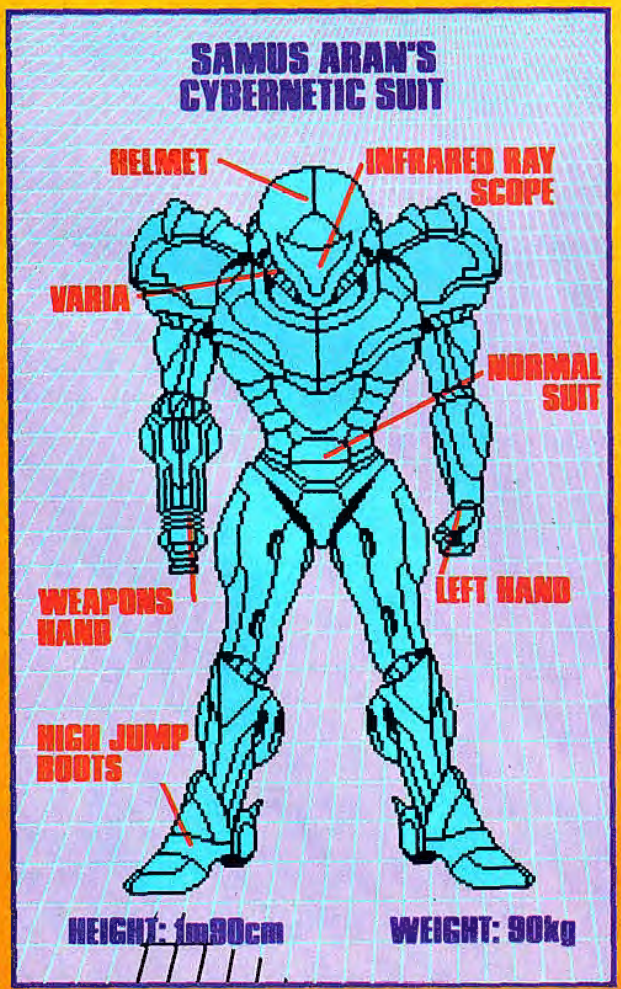
HUDSON'S Adventure Island

METROID II®

RETURN OF SAMUS™

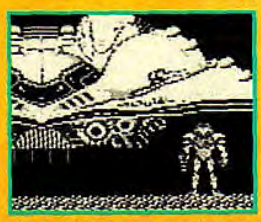
© 1991 Nintendo

The bigger-than-ever follow-up to one of the all-time NES classics, Metroid, has finally arrived. This massive adventure through the tunnels and ruins of the planet SR388 is twice the size of the original game. It features even more high tech weapons, an incredible army of evil aliens and a battery backup to save game progress. The Metroid Universe has expanded and it's out now, exclusively for Game Boy!



THE MENACE MULTIPLIES!

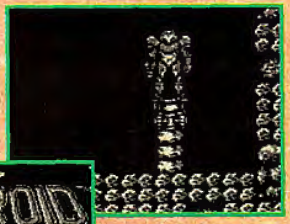
The Galactic Federation has sent an emergency order to space hunter Samus Aran. The Metroids of planet SR388 are growing in number and strength. At their current rate of evolution, they'll pose a threat to all peaceful citizens of the galaxy in mere hours. It's up to you to take Samus through the dangers of the planet, search for cybernetic Power-Ups and destroy the Metroids before they spread!

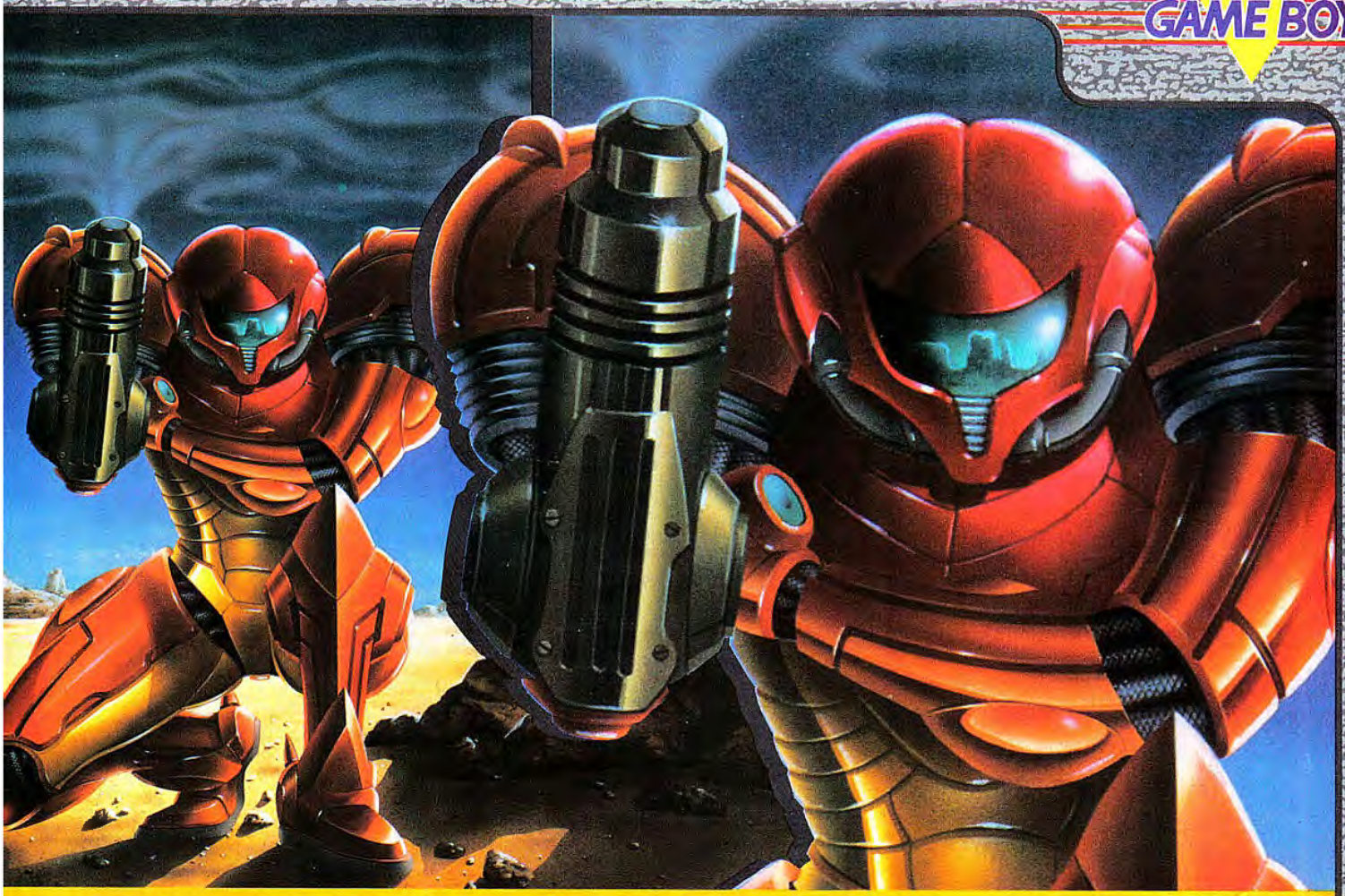


The Metroids are quickly evolving! Stop them before it's too late!

CONTINUE YOUR QUEST

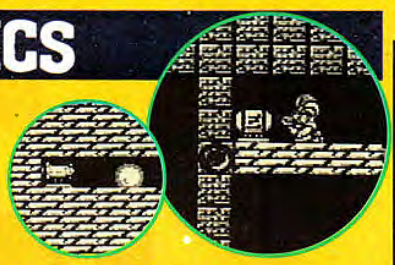
The Game Pak has a battery backup which can hold the progress of as many as three players. Touch a Save Point then press Start to record your accomplishments so that you can turn the game off and return later to the same point.





SEEK OUT CYBERNETICS

Cybernetic Power-Ups are hidden in the dark tunnels and ancient ruins of SR388. Find them and Samus will become an even more powerful threat to the Metroids. She begins with 99 Energy Units and 30 Missiles.



BOMB

Blast the barriers of SR388 by rolling into a sphere and creating up to three explosive devices at once.

HIGH JUMP BOOTS

Strap on these pumped-up Power-Ups and you'll double the height of your jump.

SCREW ATTACK

Buzz through clouds of airborne aliens with the incredible cutting power of this essential item.

VARIA

When you discover the power of the armored Varia, you'll be able to take twice as many hits.

ICE BEAM

Send the small creatures of the planet into deep freeze with a jolt from this super strong beam.

SPIDER BALL

When you activate the Spider Ball, you'll be able to defy gravity and roll along walls and ceilings.

SPRING BALL

Defeat a bouncing ball-like creature and you'll earn the ability to jump when you are in the shape of a sphere.

SPACE JUMP

Find the Space Jump and you'll be able to leap over incredible barriers by jumping from a position in mid-air.

WAVE BEAM

This blasting Beam spreads your shots over a wide area so that you can hit creatures in the air and on the ground.

SPAZER LASER BEAM

You'll be able to send out three Beams at once when you Power-Up with this new cybernetic space weapon.

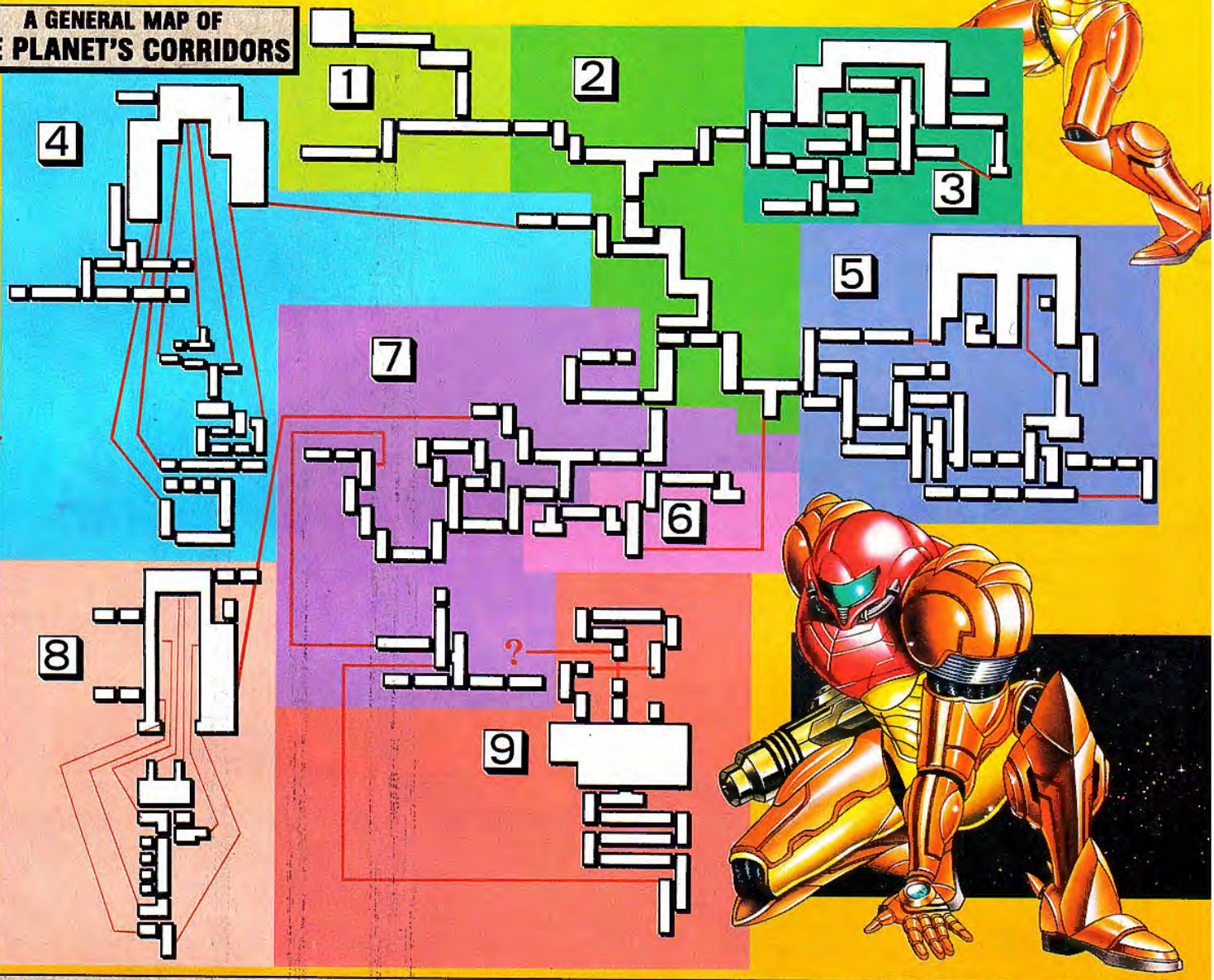
PLASMA BEAM

The Plasma Beam is your most powerful weapon. It can cut through solid walls with a single blast.

EXPLORE THE CATACOMBS OF SR388

The Planet SR388 contains a complicated series of tunnels, caves and hidden passages. Explorers have found the remnants of an ancient civilization in many of the planet's darkest reaches. Search carefully and blast the walls, ceilings and floors to uncover secret corridors. As you defeat the Metroids, earthquakes will occur, causing the deadly liquid in some areas to drain and open up new passages.

A GENERAL MAP OF THE PLANET'S CORRIDORS



FIND HIDDEN POWER-UPS

1 SAVE POINT
2 METROID

3 SAVE POINT
METROID X4
MISSILE X6
BOMB
ICE BEAM
SPIDER BALL
ENERGY TANK

4 SAVE POINT X2
METROID X7
MISSILE X5
SPRING BALL
HIGH JUMP BOOTS
VARIA
WAVE BEAM
ENERGY TANK

5 SAVE POINT X2
METROID X7
MISSILE X4
SPACE JUMP
SPAZER BEAM
PLASMA BEAM
ENERGY TANK X2

6 METROID X2

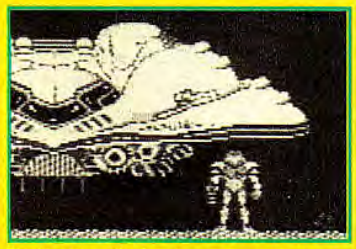
7 SAVE POINT X2
METROID X7

8 SAVE POINT
METROID X5
MISSILE X2
SCREW ATTACK
PLASMA BEAM
SPAZER BEAM
ICE BEAM

9 SAVE POINT
METROID X10
ICE BEAM

PHASE I: TOUCH DOWN

You'll touch down in a wide, vertical cave that opens upward to the planet's surface. There's a single Metroid in the first small series of tunnels to the right. After you blast it, an earthquake will occur, opening up a passage to more underground tunnels.



Begin your mission to seek out and eliminate the mutant Metroids.

HOME IN ON THE SHIP

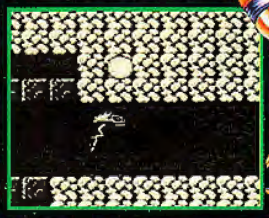
Make sure that you know how to get back to the ship at all times. If you are low on Energy or Missiles, you can return and re-energize.

FIRE AND FALL

Fire down as you drop and you will break through the blocks of this chamber.

SHORTCUT

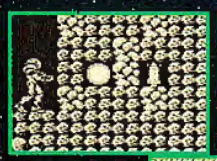
When you drop down to the first block, you can roll to the right through a hidden corridor. Use it as a shortcut through the zigzagging first section of the tunnel.



TO A (PAGE 56)

FILLING STATION

After you've defeated the first Metroid, roll into the wall here and take advantage of the opportunity to refill your Energy and reload your Missiles.



AN ALPHA METROID AWAKES

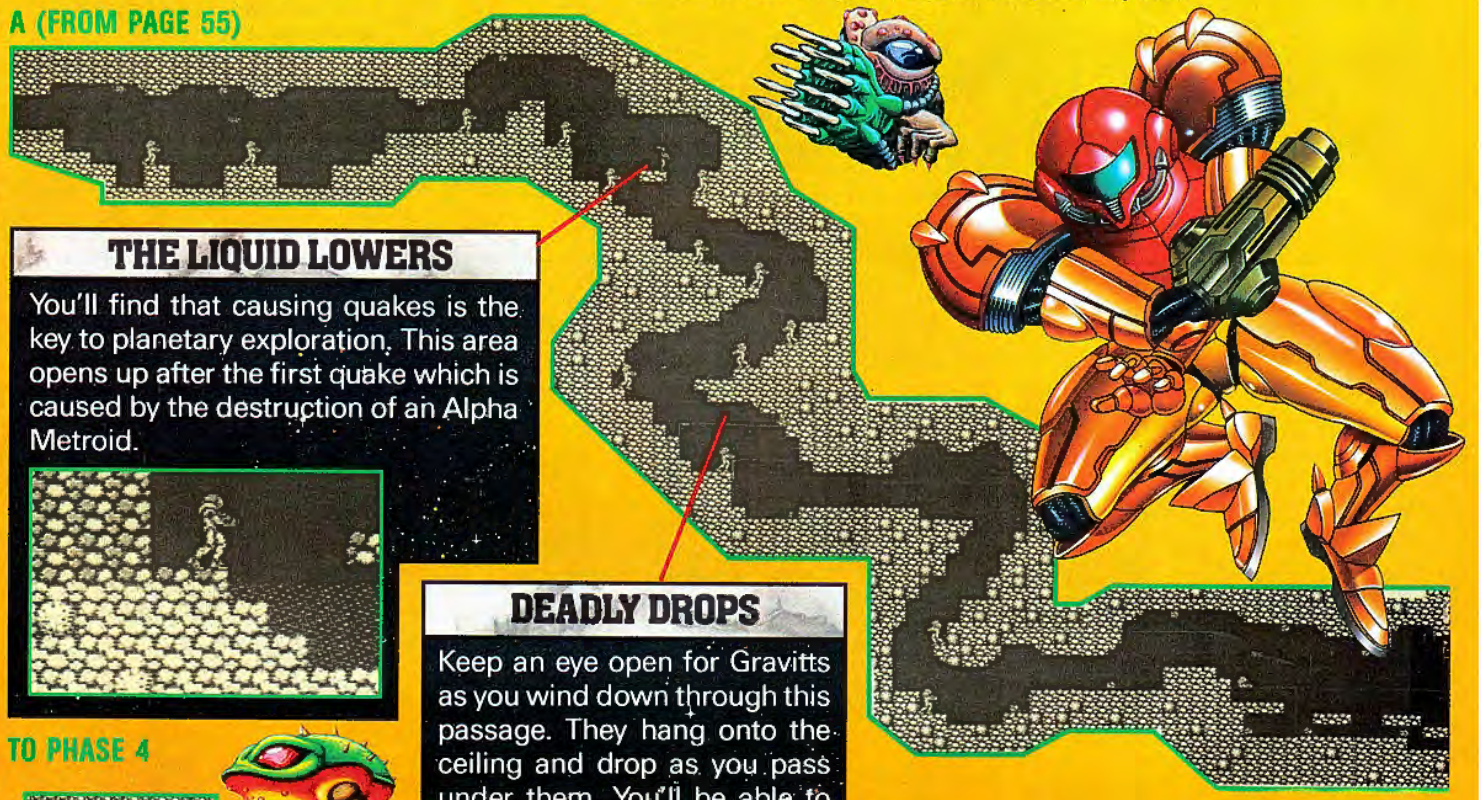
Your first encounter with the most sophisticated species of SR388 will be with a relatively primitive Alpha Metroid. It will charge as soon as it senses your presence. Hit it with five Missiles and you'll blast it out of existence.

PHASE 2: AFTER THE QUAKE

Once you defeat the first Metroid, an earthquake will shake up your surroundings and cause the deadly liquid in this area to seep down deeper into the planet's open chambers. Proceed cautiously and search for four more malicious Metroids. Their demise will trigger another passage-opening quake.

At the beginning of your adventure, this area will be flooded with a deadly liquid. Destroy the first Metroid and a quake will cause the liquid to seep down.

A (FROM PAGE 55)



THE LIQUID LOWERS

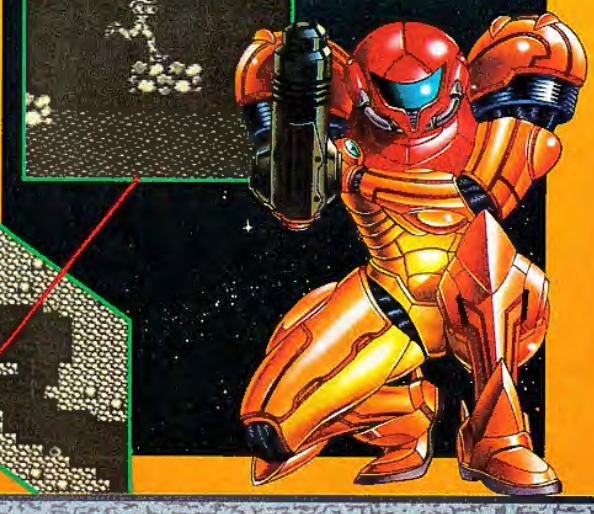
You'll find that causing quakes is the key to planetary exploration. This area opens up after the first quake which is caused by the destruction of an Alpha Metroid.

DEADLY DROPS

Keep an eye open for Gravitts as you wind down through this passage. They hang onto the ceiling and drop as you pass under them. You'll be able to avoid contact with them if you're quick.

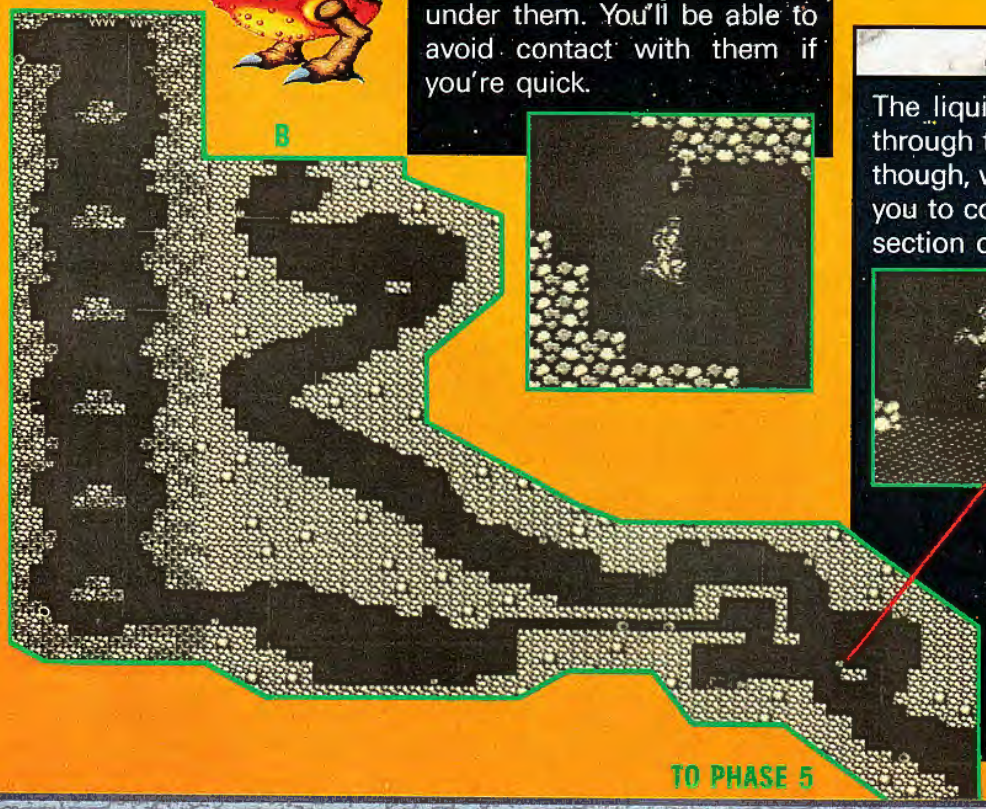
ANOTHER PHASE

The liquid in this area will stay here through two quakes. The third quake, though, will drain the liquid and allow you to continue your search in a new section of the planet.



TO PHASE 4

B



TO PHASE 5

METROID MUTATIONS RULE THE PLANET

Alpha Metroids are the most primitive of this newly evolved alien species. Take a look how Metroids can look after more mutations.

GAMMA METROIDS

These creatures are much larger than the Alphas and they attack intruders with stinging lightning bolts. Hit them quickly.

OMEGA METROID

A fast and frenzied fight will ensue when you encounter this highly advanced creature. Be ready with Missiles.

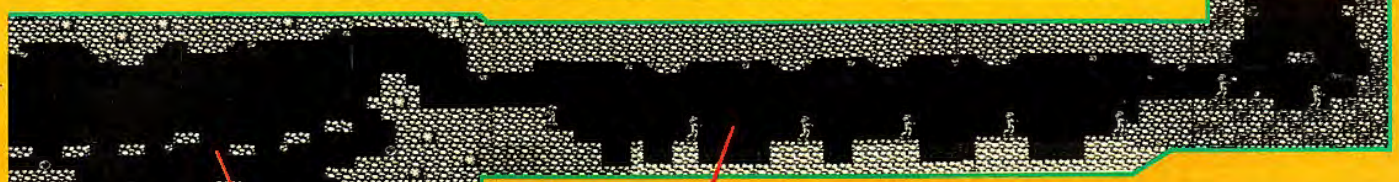
TO C (PAGE 58)

ZETA METROIDS

The fire-breathing Zeta Metroids are equipped with armor on their lower bodies. You'll only hurt them by attacking from the side.

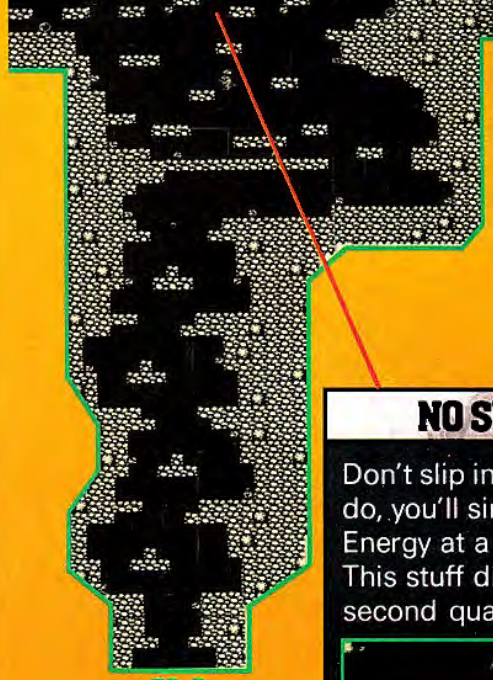
QUEEN METROID

The leader of the Metroid mutations is a powerful creature with strong armor. You may not have enough Missiles to destroy it.



CHUTE LEECH ATTACK

While they look relatively harmless, the Chute Leeches in this area can cause a lot of damage if you're not careful. They fly up and float down in a wide, zig-zagging pattern. Watch out!



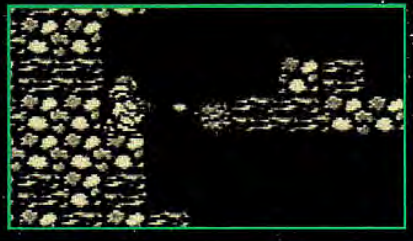
TO B

NO SWIMMING

Don't slip into the liquid! If you do, you'll sink quickly and lose Energy at a lightning fast rate. This stuff disappears after the second quake.

CLIMB WITH CAUTION

Watch for creatures that crawl along the ledges of this vertical chamber as you make your way up. You can blast them from other ledges, then move on unharmed.



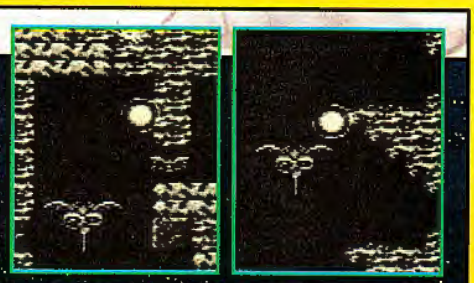
Fire on the crawling creatures from neighboring ledges.

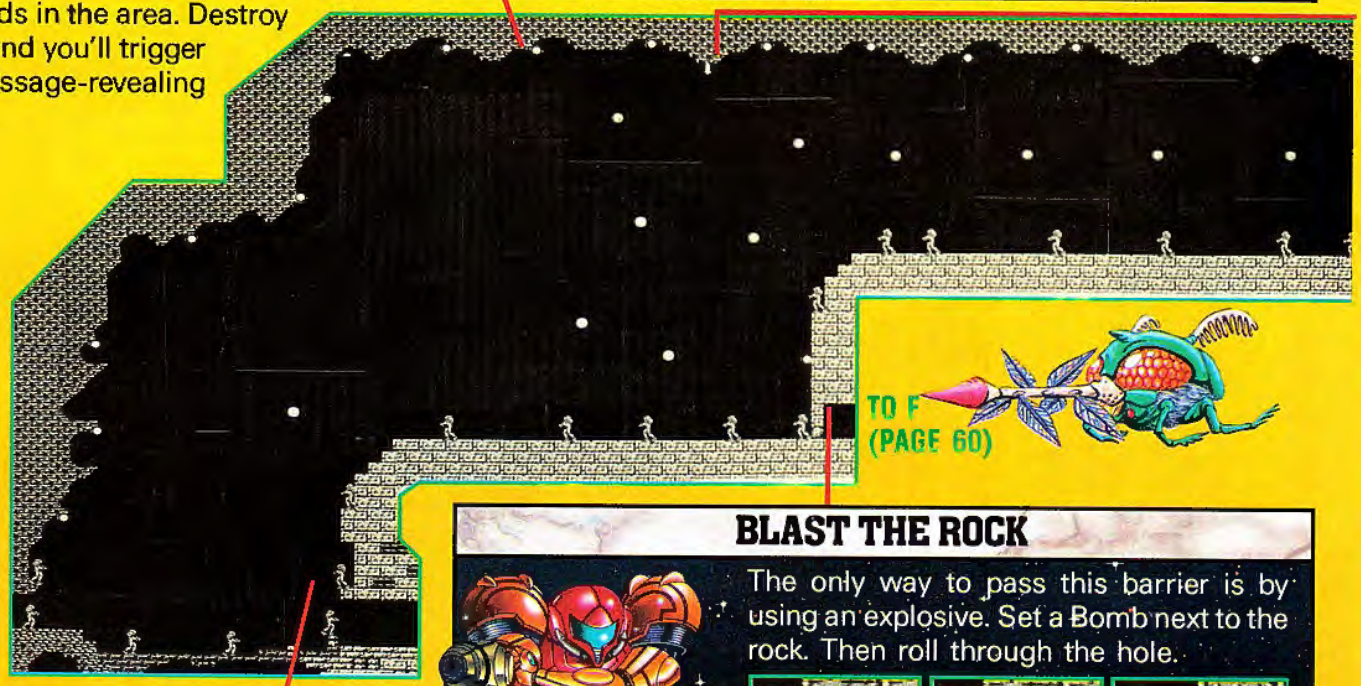
PHASE 3: POWER UP CAVERN

This section of the planet is packed with Power-Up items. Many of these special cybernetic tools will allow you to enter otherwise inaccessible areas. Learn to use every item in your arsenal to its fullest and you'll be able to explore the darkest corners of the planet. There are also several Metroids in the area. Destroy them and you'll trigger a passage-revealing quake.

ROLL AND WAIT

Once you have the Spider Ball, you'll be able to roll along the ceilings of the planet's caverns. Watch for enemies, though, and wait for them to fly by. If they hit you, you'll fall.



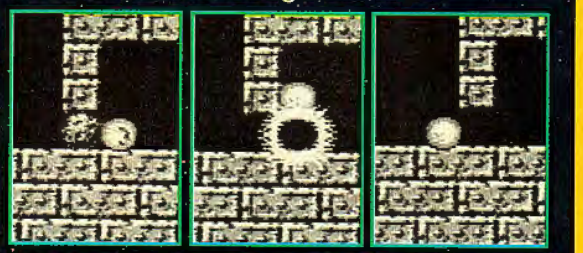


TO F (PAGE 60)

D

BLAST THE ROCK

The only way to pass this barrier is by using an explosive. Set a Bomb next to the rock. Then roll through the hole.



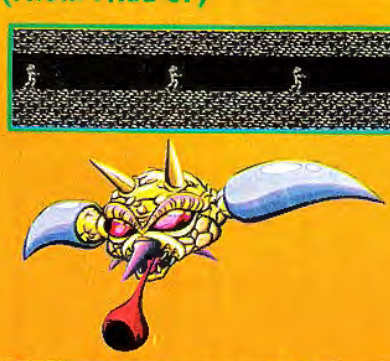
TO E (PAGE 60)

GULLUGGS CIRCLE

Several Gulluggs fly in small circles here. Wait outside of their flight patterns and fire repeatedly.

TO D

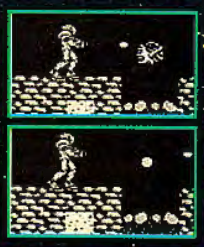
C (FROM PAGE 57)



TO G (PAGE 60)

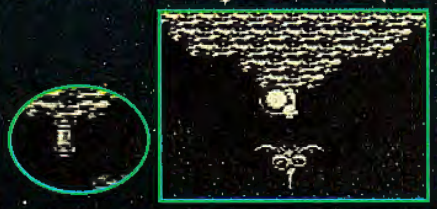
ENERGY COLLECTION

Gawrons fly out of their nests in this area one at a time. Blast them when they emerge and collect the Energy that they leave behind.

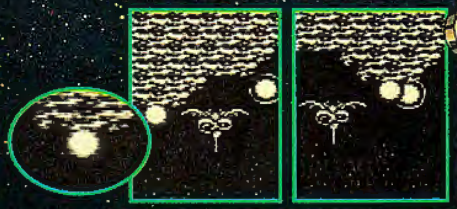


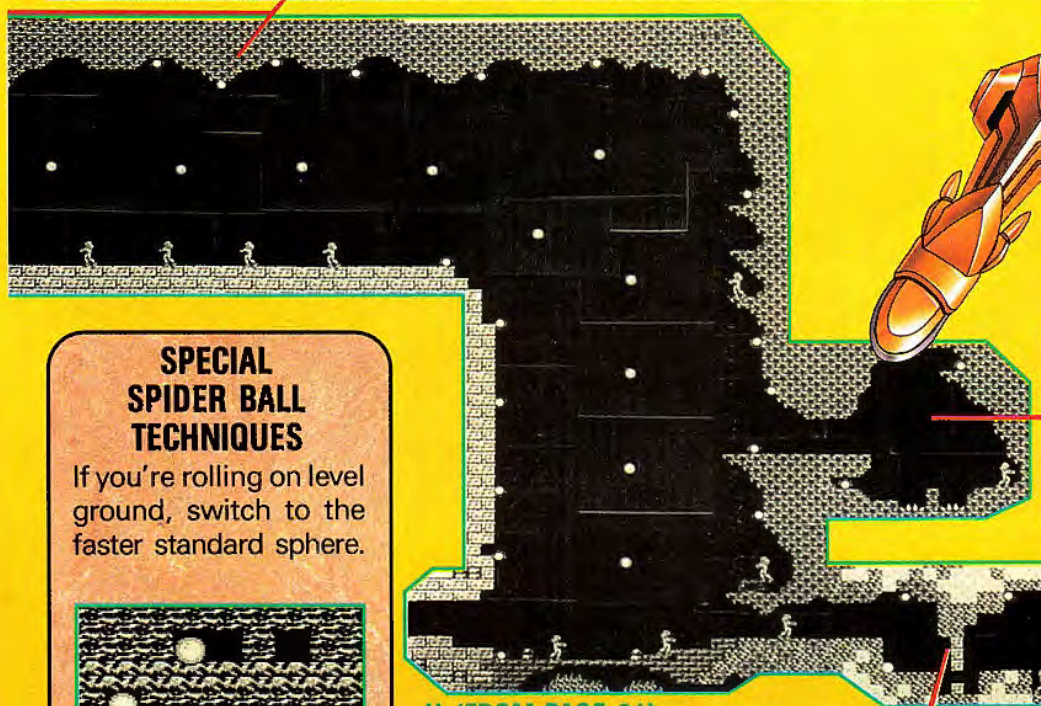
FILL UP ON THE FLY

If you need to reload your Missiles, roll to this point and they'll max out.



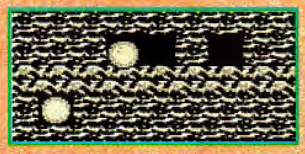
If you've got the Spider Ball, you can fill up on Energy at this point.



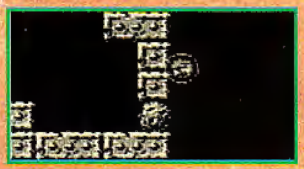


SPECIAL SPIDER BALL TECHNIQUES

If you're rolling on level ground, switch to the faster standard sphere.



If you're falling as a sphere, change to the Spider Ball and grab the wall.



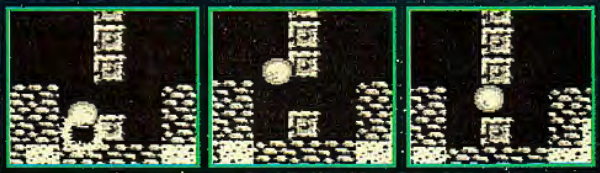
ALPHA METROID

Hide under the ledge and fire up at the Metroid when you emerge.

H (FROM PAGE 61)

BOMB AND BOUNCE

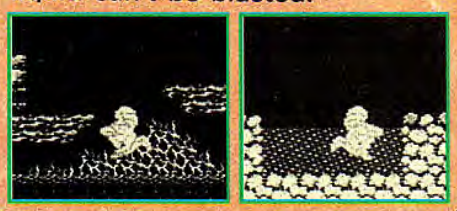
Use a Bomb to propel yourself upward and you'll fit through this small hole in the wall.



I (FROM PAGE 61)

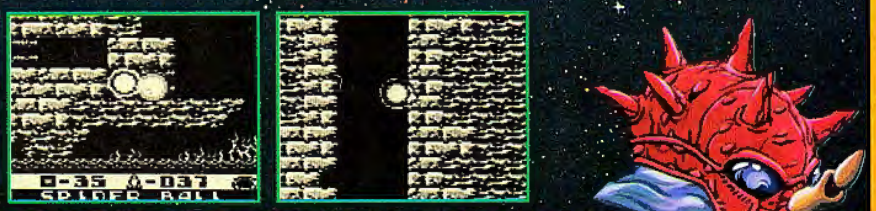
BLAST THE BUSHES

The bushes are loaded with damaging thorns. Blast them with your beam if they get in the way and you'll weed whack 'em. The liquid can't be blasted.



FALL FOR THE SPIDER BALL

When you drop down into this area, you may be wondering how you're going to get back up. Luckily, the Spider Ball is here. Use it to travel along the wall and roll out of the chamber!



PHASE 3 CONTINUED

These sections are ripe with Power-Up items and Metroids. Make sure that you hit all of the passages and come prepared. If you're low on Energy, return to the ship or an area with an Energy Tank and refill before you fight the Metroids. After you take care of the Metroids, a quake will occur.

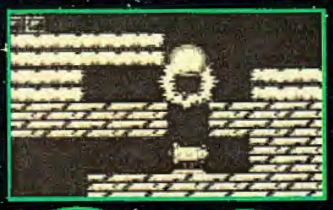
SAVE YOUR PROGRESS

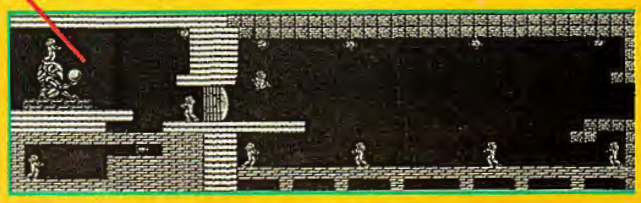
Touch the top of the Save Point and press the Start Button to record the progress of your mission thus far.

E (FROM PAGE 58)

BLAST THROUGH FOR BOMBS

Hit the door that blocks this area with five Missiles and you'll reach the Bomb item. With this valuable tool you can create up to three explosive devices at once. Bomb the floor and you'll earn 10 more Missiles.





TAKE A BREAK

This area features an instant Energy refill. Take advantage of it whenever you're low.

Stop for a quick break and fill up your Energy instantly here.

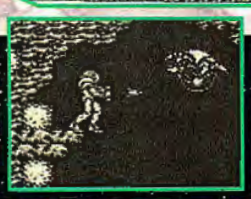
SAND BLASTING

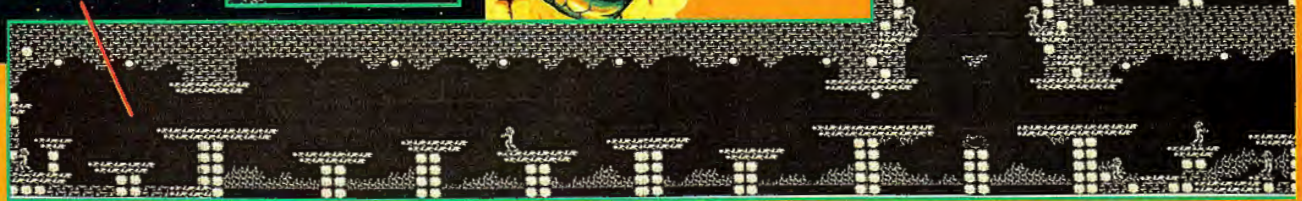
This area is filled with loose sand. Blaze a trail through it with your Beam.

G (FROM PAGE 58)

ALPHA METROID

If you've got enough Missiles, you should make short order of this Metroid.





F (FROM PAGE 58)

MISSILE MANIA

Hit the barriers with a beam blast and collect Missiles here.

TAKE A TANK

As soon as you roll through the wall, you can score an Energy Tank for an extra 100 Energy Units in reserve.

TO H (PAGE 59)

TO I (PAGE 59)

ROLL THROUGH THE WALL

Once you defeat the enemy on the wall, stand on it and roll to the right.

BOMB AND MOVE

You can get to the Missile by making a Bomb next to the barrier and rolling away as it explodes.

ICE BEAM

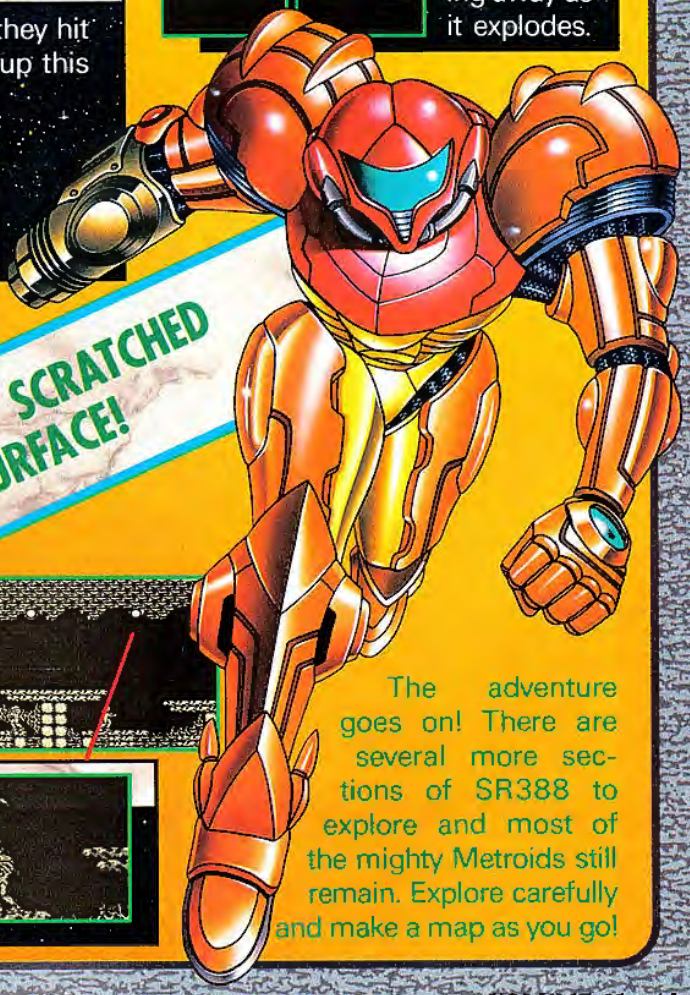
You'll freeze the non-Metroid enemies on SR388 with one shot once you've picked up the incredible Ice Beam.

Freeze your enemies with the Ice Beam.

FRY THE FLY THROWERS

Hit the Fly Throwers before they hit you as you make your way up this vertical passage.

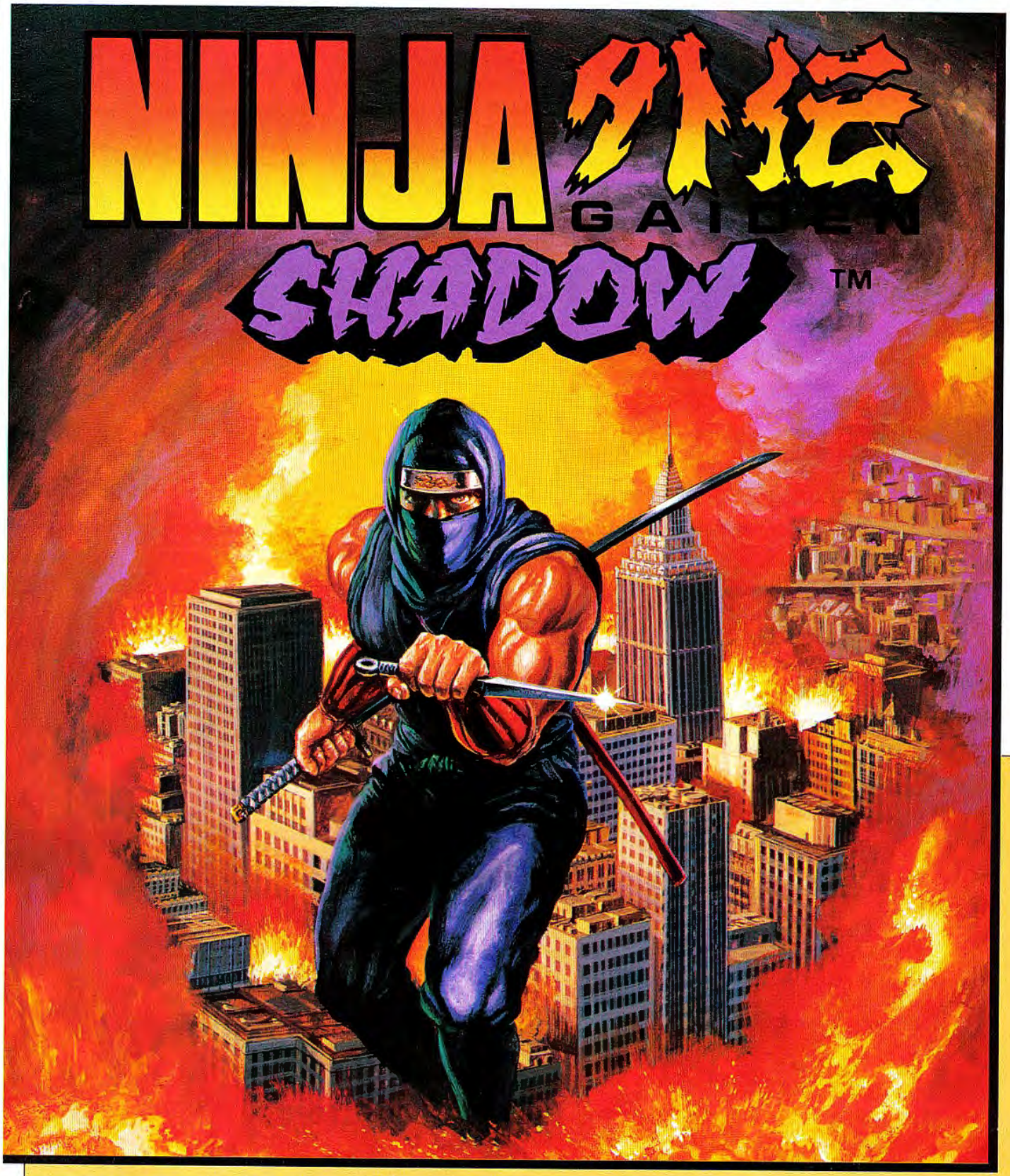
YOU'VE ONLY SCRATCHED THE SURFACE!



ALPHA METROID

Watch for the dangerous bushes as you're going after the Metroid that is holed up in this corner.

The adventure goes on! There are several more sections of SR388 to explore and most of the mighty Metroids still remain. Explore carefully and make a map as you go!



U.S.A. 1985 A.D. Three years before the battle of the First Ninja Gaiden. . . . Jacquio still sleeps. . . . . but the first stirrings of the Forces of Evil are heard. The minions of Jacquio descend upon New York in their first attempt at conquest. The city cowers in despair until a young Ninja in training, the last of the Dragon Clan, steps forward to meet the challenge. He is Ryu Hayabusa. . . . his Ninja training has yet to be put to the test and he stands alone, but he is firm in his resolve that Evil must not triumph . . .

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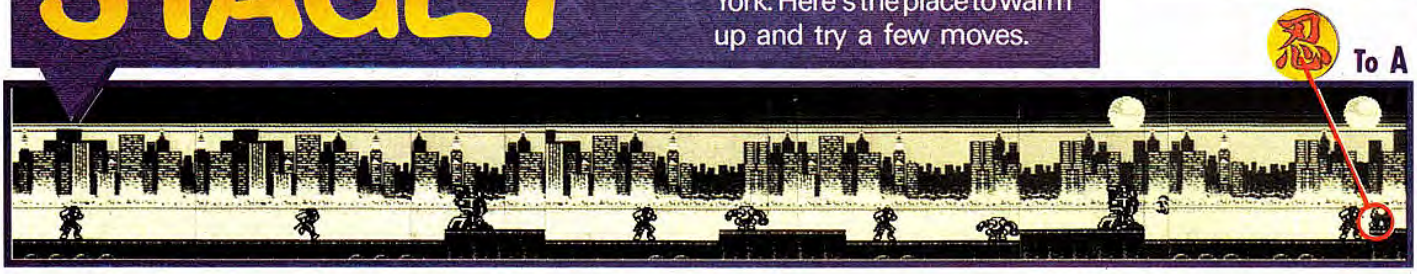
STAGE 1

A welcoming party awaits Ryu on the streets of New York. Here's the place to warm up and try a few moves.

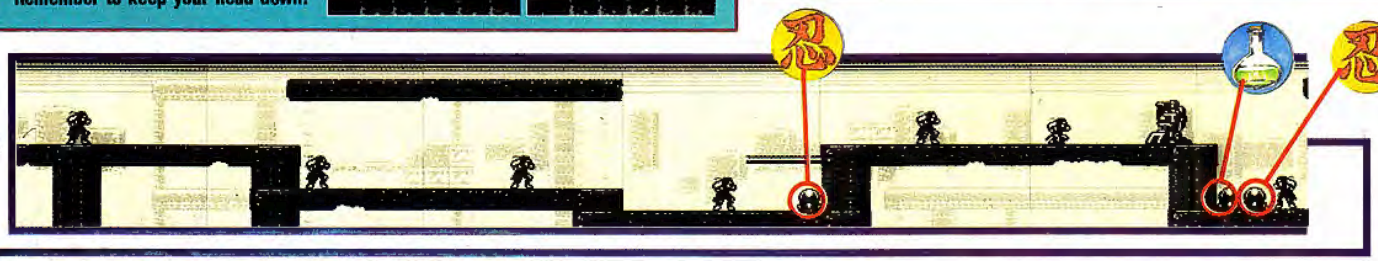


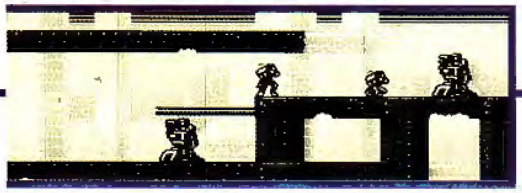
STATIONARY ROBOTS

The good news is that these robots don't move. They will fire missiles as Ryu gets close. Crouch low to avoid them, then try out your Fire Wheel. Remember to keep your head down!

A LITTLE MORE DANGEROUS

A column of flame remains after you hit these mines. Don't touch!





ITEMS & ABILITIES

Beware! A slash with the sword does not Power-Up Ryu the way it does in later games.

Push Up and A to throw your Grappling hook. It works only on certain walls and ceilings.

TOOLS OF THE TRADE

FIRE WHEEL
Press Up and B. Each use takes one Ninja Power.

1-UP
This item gives Ryu another life.

LARGE POTION
This increases Ryu's life meter by 4 bars.

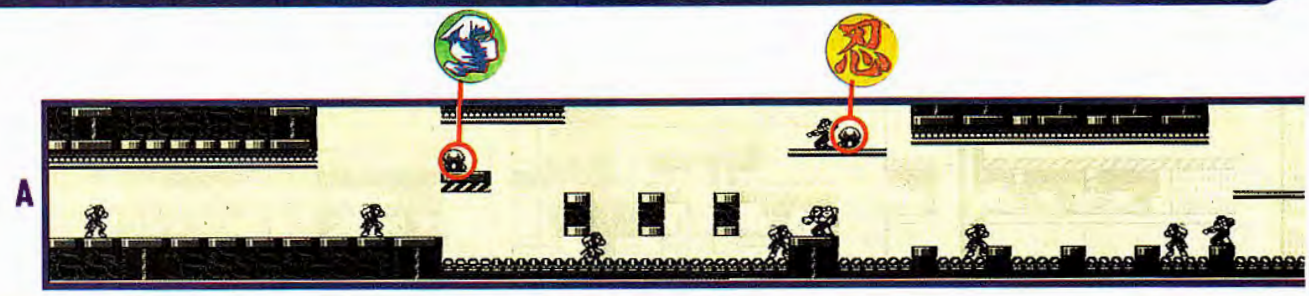
SMALL POTION
Ryu gains two life bars from this.

STAGE 1 BOSS

Also a Cyborg, he jumps to the ceiling and searches for Ryu. When he jumps up, stand still and wait for him to stop moving—that means he's about to drop. Then turn, dodge, and attack when he hits the floor.

STAGE 2

Now things start to get a little more difficult for Ryu. The Grappling Hook and hanging skills are necessary in this stage. Press Down and A to let go of the wire or to jump down from pipes.

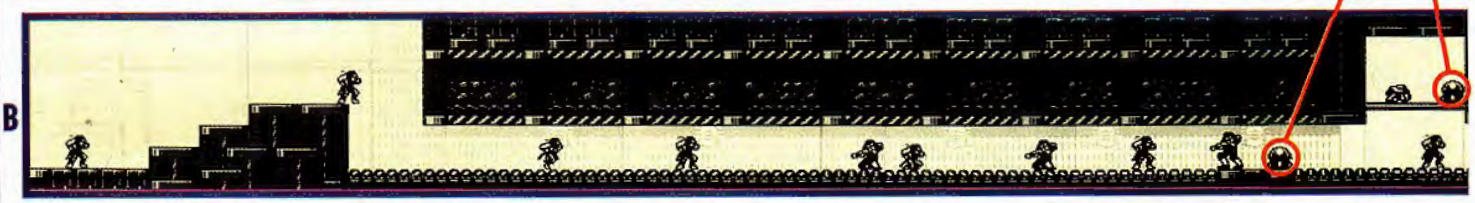


FLAMORGANS

They shoot fire along the floor, so be careful and don't get burned! Wait for the fire to come to you. Jump it, then attack!

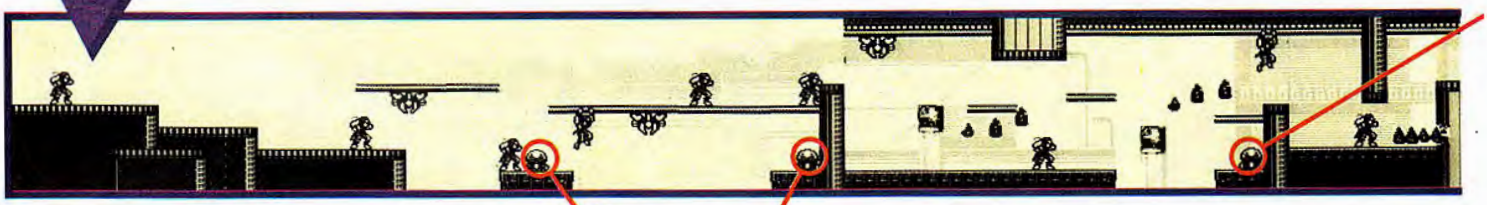
CONNOROCKS

These guys carry shields that you can't penetrate. The trick is to get close to them and then turn your back. Let them come to you, then turn and strike in the same instant.



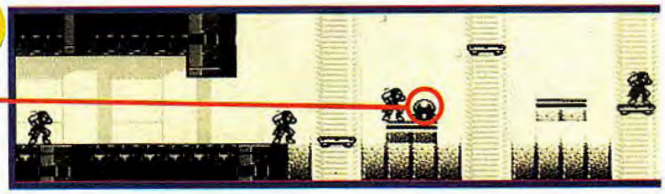
STAGE 3

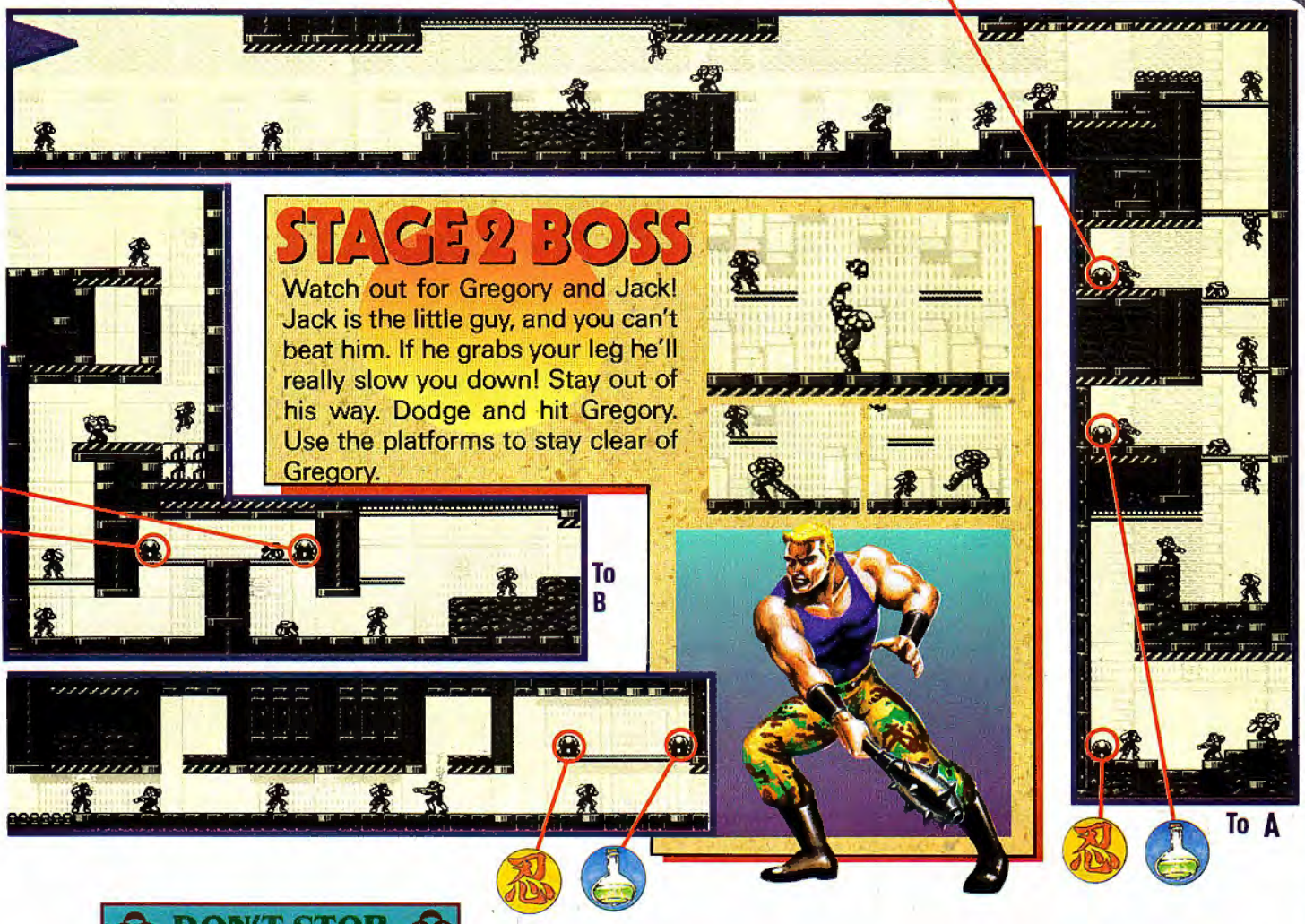
This area is full of flames and fire wheels. This is the place to work on your timing. Use your Grappling Hook to work your way up to the top of the building. There is a 1-Up, but you might want to let this one go.



HOSTILE FIRE WHEELS

When it swings away, jump onto the box. Then jump off to the right. This area will take some practice!





STAGE 2 BOSS

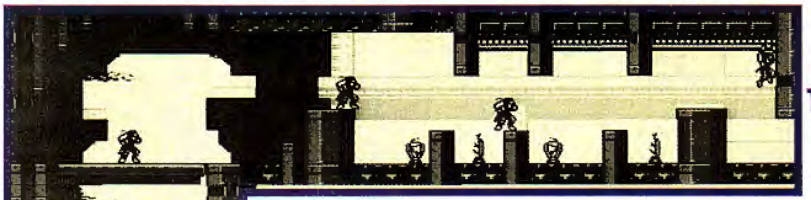
Watch out for Gregory and Jack! Jack is the little guy, and you can't beat him. If he grabs your leg he'll really slow you down! Stay out of his way. Dodge and hit Gregory. Use the platforms to stay clear of Gregory.

To B

To A

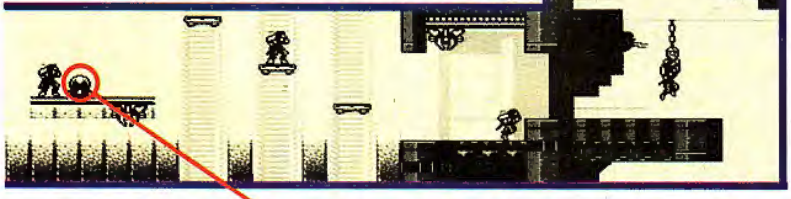
DON'T STOP

He who hesitates is lost! Just keep running!



To B

To A

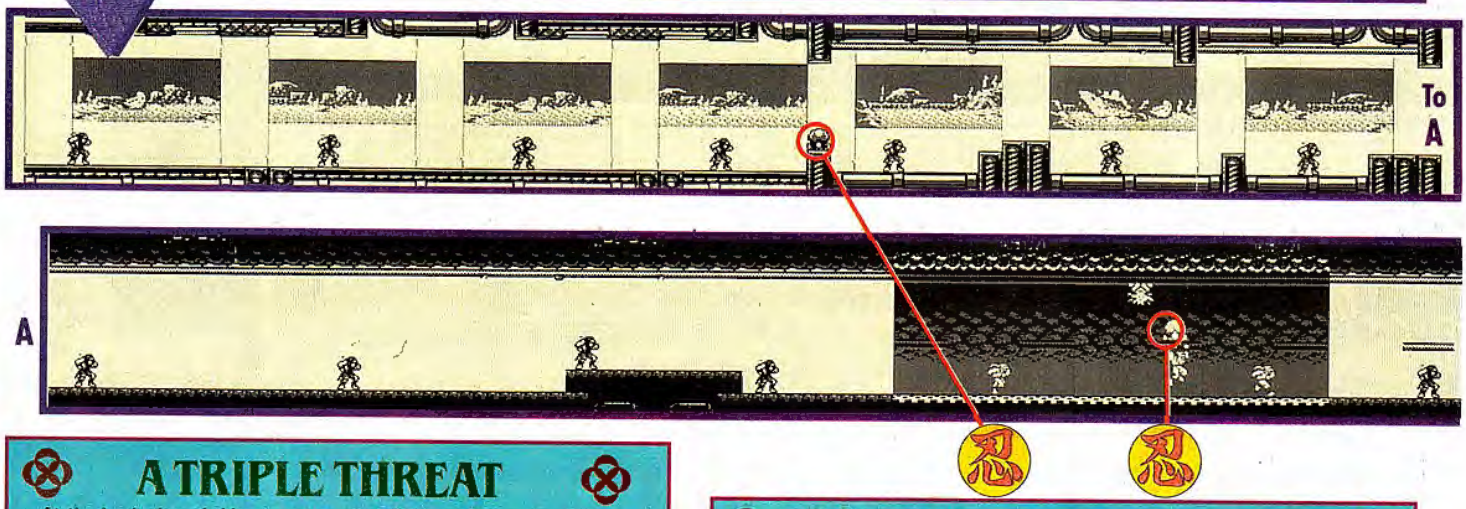


STAGE 3 BOSS

Colonel Allen has a machine gun that he fires at a 45 degree angle. A frontal attack won't work. Hang from the ceiling so he'll shoot up, then drop and attack. Repeat.

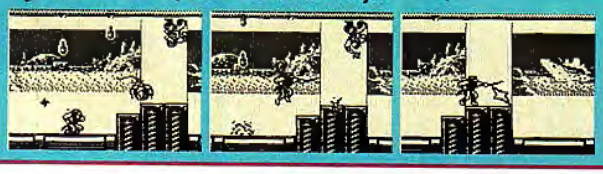
STAGE 4

This is a tough area. There are lots of enemies and lots of distractions. Don't let the aquarium in the background throw off your concentration, and use the lightning flashes to light your way.



A TRIPLE THREAT

At the beginning of this stage you must fight a robot and a ninja while deadly drops of liquid fall from the ceiling. Move slowly. Fight the robot first, then take on the ninja.

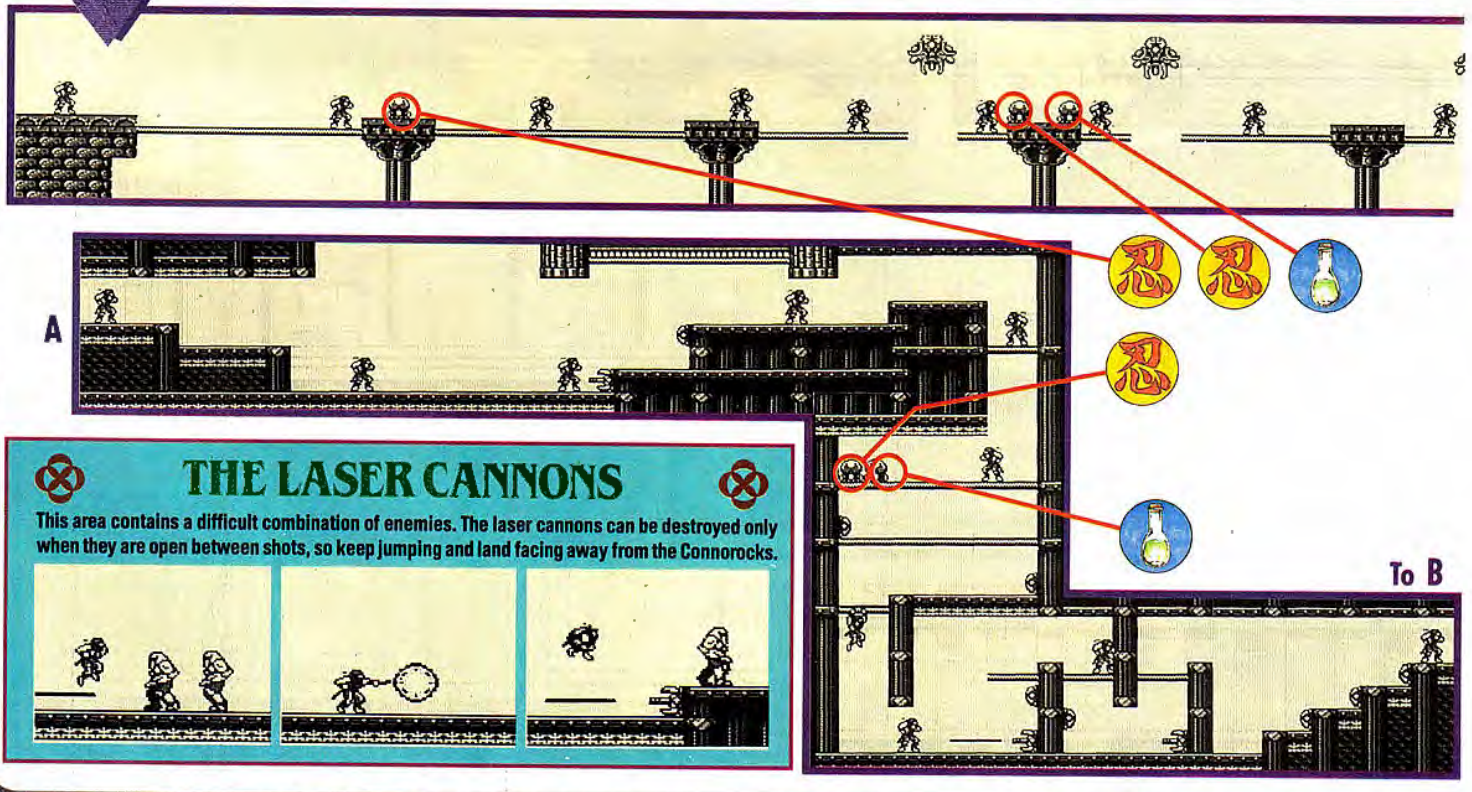


THUNDER AND LIGHTNING

You'll have better luck in this area if you use the platforms–but they're hard to see! Use the lightning flashes to light your way.

STAGE 5

This is the last area and it has the last Boss. Not all of it is shown here, but this is enough to get you started. Ryu must use all the tools and skills he has acquired for this, the most difficult of battles.

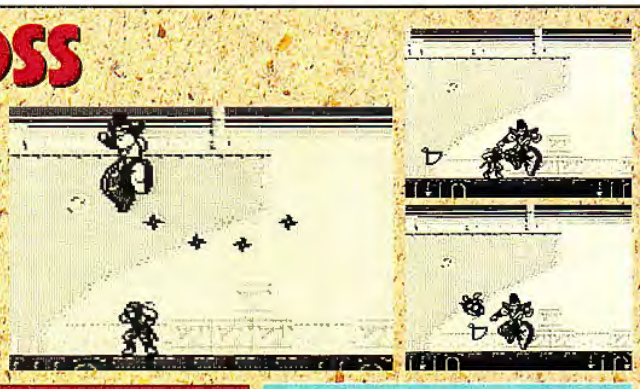


THE LASER CANNONS

This area contains a difficult combination of enemies. The laser cannons can be destroyed only when they are open between shots, so keep jumping and land facing away from the Connorocks.

STAGE 4 BOSS

This is Evil Nobleman Whokisai and his Boomerang Fan is a formidable weapon. First he flies and throws ninja stars twice. Stay on the ground and dodge these.

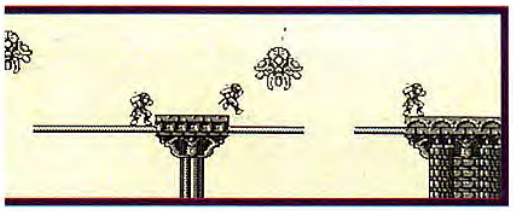


To B

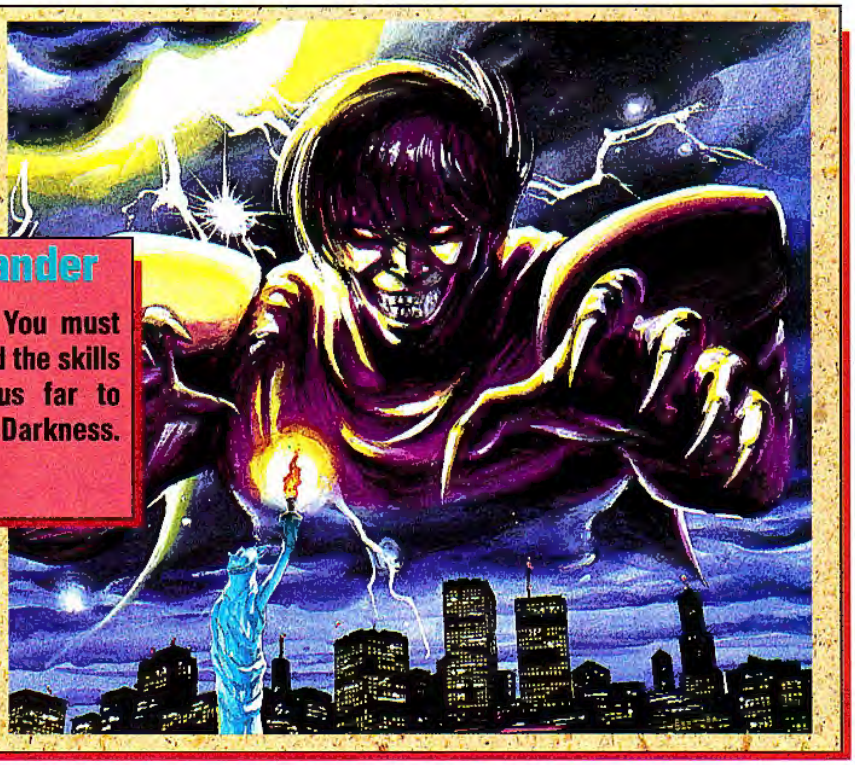
PLUMBING PROBLEM

Been practicing with your Grappling Hook? Good, because you'll need it here. The water is rising, so move fast and carefully. And remember, don't stumble or you will get wet.

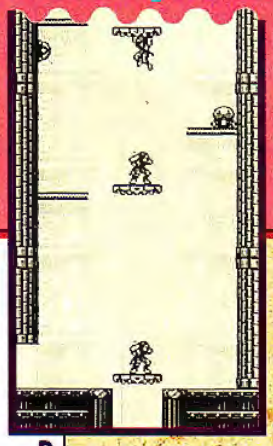
B



To A



At last you face the Commander

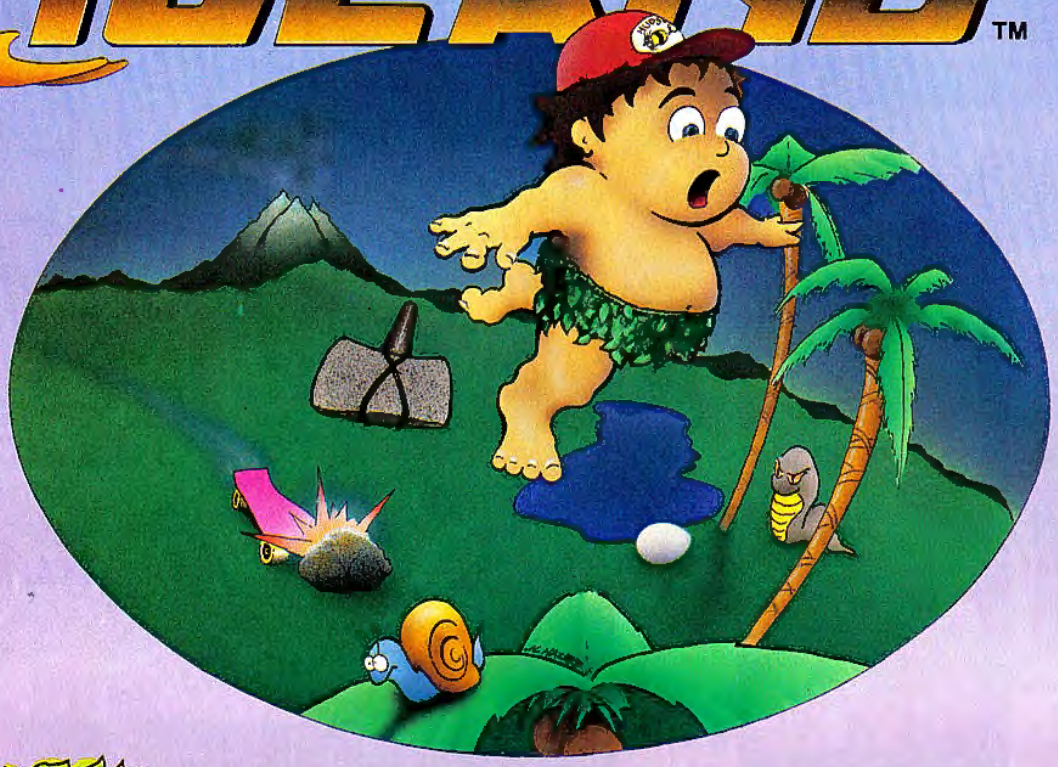


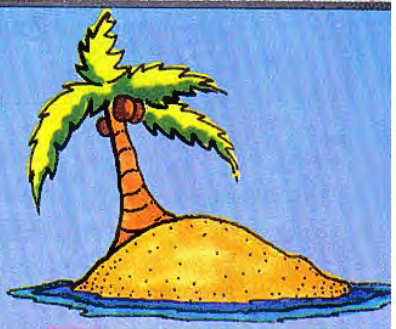
of the forces of Evil. You must rely upon your wits and the skills you have learned thus far to defeat Emperor of Darkness. Good Luck!

But wait! Could it be that your victory will disturb the sleep of the most Evil Force of all?

B

HUDSON'S ADVENTURE ISLAND™





MASTER HIGGINS RETURNS TO PARADISE

Hudson's Game Boy adventure is much like their second NES island escapade. Princess Leilani's sister, the equally regal Tina, is in the evil clutches of a Witch Doctor and his miserable monsters. Her only hope is Master Higgins, the young hero who was once called upon to rescue Leilani herself.

SET SAIL FOR A TROPICAL ADVENTURE

Higgins will explore eight exotic Islands as he searches for Tina. Each Island has five stages and its own Island boss, sent by the Witch Doctor to guard against intruders. The stages become progressively complex, and each island is more difficult than the last. Begin the adventure on Fern Island.

1 FERN ISLAND
Begin your journey here on Fern, the easiest of all the Islands.

2 LAKE ISLAND
Are you ready to take the plunge? It's easy for swift-swimming Higgins.

3 DESERT ISLAND
Don't expect to find Desert Island deserted. It's one vast sand trap.

4 ICE ISLAND
Higgins gets a chilly reception when he sets foot on this big iceberg.

Young Master Higgins has his work cut out for him! The Islands may be tropical, but they're not tranquil.

5 CAVE ISLAND
The eggs-citement heats up in a network of underground caverns here.

6 CLOUD ISLAND
Is Higgins' head in the clouds or will he find traces of Tina here?

7 VOLCANO ISLAND
Lava Beds and hot-tempered hooligans make Higgins hot under the collar.

8 DINOSAUR ISLAND
It's a dinorama! Hurry up, Higgins! Find Tina before it's too late.

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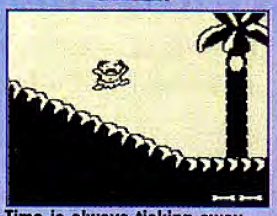
THE TREACHEROUS TROPICS

Tremendous forces—some natural, some not—add to the danger of Higgins' mission. Stay on your toes at all times to avoid enemies, collect eggs, and watch out for drop-offs. The wicked Witch Doctor has conjured up all sorts of trouble, and that's too bad for Tina!

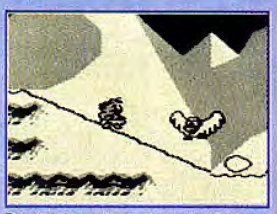


Time is always ticking away. When time's up, Higgins is out of luck.

The Witch Doctor worked overtime to create this bunch of bad guys.

Big Boulders are big trouble. If you trip over them, you're in trouble.

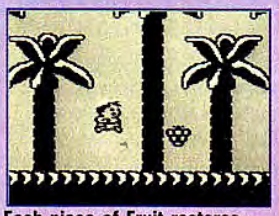
Watch your step! Don't wander into the path of a fire-breathing snake.



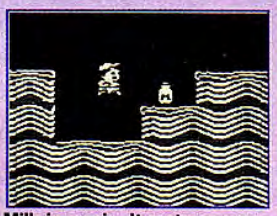
Don't jump into the clutches of a low-flying bird.

FRIENDLY FACES

The enemies posted by the Witch Doctor are mean and many, but don't despair—you aren't totally alone out there. If you're observant and quick, you'll find lots of useful items that will give you a sporting chance of finding Tina and whomping the Witch Doctor. Collect as much fruit as possible to restore time, build points, and stock your arsenal.

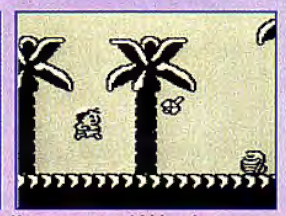


Each piece of Fruit restores time to your game clock. Eat 'em up!

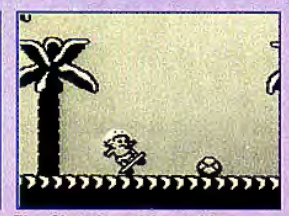


Milk is magic. It restores your time completely and yields 2000 points.

Eggs are usually eggs-cellent. Most, but not all, house useful things.



Hammers are hidden in many Eggs. Throw them at enemies from a distance.

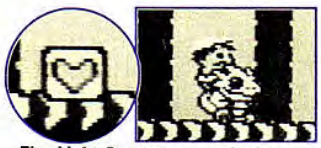


The Skateboard is rapid transportation. It can also absorb one hit.

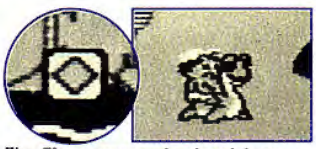
SPECIAL ICONS SPRING FROM EGGS!

When Higgins finds a Spade, he is joined by the Dark Camptosaurus. The Heart summons a Light Camptosaurus, the Diamond an Elasmosaurus, and the Clover a Pteranodon. If you're riding one and find another icon, hop on the new buddy and keep the other.

Use the firepower of the Dark Camptosaurus to destroy huge Boulders.



The Light Camptosaurus looks different, but it has firepower, too.



The Elasmosaurus is sluggish on land but super speedy in the water.

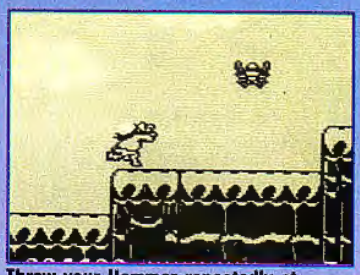
A Clover summons the rare Pteranodon, which flies Higgins to safety.

SAVE IT FOR A RAINY DAY

Between stages, you can store items in your inventory and select others for the coming stage. For example, if you're beginning a stage that has lots of water, you can store a Camptosaurus and select an Elasmosaurus if you have one in inventory. Hammers become more and more scarce as the game progresses, so collect as many as possible early on and store them for later.

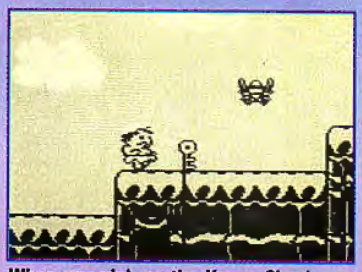
FIND THE HIDDEN KEYS

Special hidden Eggs contain Keys to secret rooms where you can find bonus fruit, 1-Ups and even warps. You won't see the Eggs until you make them appear by either throwing Hammers or jumping up and down. Act quickly to use the Keys before they float away.

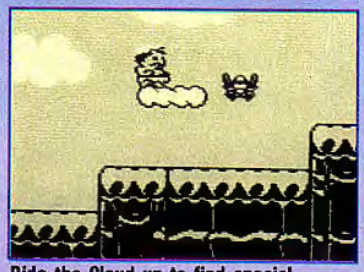


Throw your Hammer repeatedly at invisible Eggs to make them appear.

Sometimes jumping up and down in a particular spot makes an Egg appear.



When you pick up the Key, a Cloud appears and begins to float up. Hop on!



Ride the Cloud up to find special hidden areas that are very rewarding.

WHAT'S WAITING IN THE KEY ROOM?

Finding the Key Rooms can be critical to your success. The clouds hide lots of fruit, and the Dinosaurs are especially generous with adventurers who find the special Keys. Even though searching can use valuable time, it's usually worth it. When you know where they are, of course, it's easy to find them.

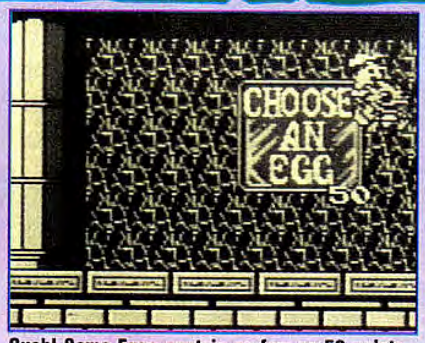
Hop on the Key and head for the clouds. Fruit is ripe for the picking.

One of the Dinosaurs doles out 3-Ups to successful Key hunters.

Another Dinosaur gives you an opportunity to warp to the next island.

WHICH EGG WILL YOU CRACK?

When you finish stages, you'll enter a room where Eggs circle above. They contain either bonus points or 1-Ups, and you get to crack only one. Their contents are randomly placed, so rub your rabbit's foot before you choose. Maybe you'll get lucky and find a 1-Up.



Ouch! Some Eggs contain as few as 50 points. This was a bad Egg!

Though uncommon, some good Eggs contain 1-Ups. Perhaps you'll find one.

PILE UP POINTS

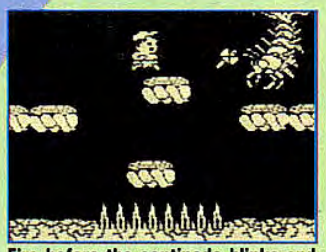
You can really rack up the points by finishing a stage without a Hammer or with a Skateboard, and if you're riding one of the Dinosaurs and find a Flower in an Egg, you'll score big bonus points, too.

Earn 2000 points by finishing without a Hammer or with a Skateboard.

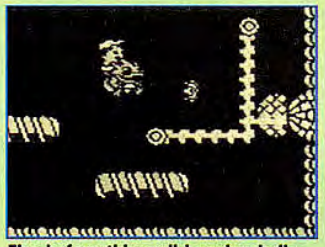
Finding a Flower Egg is worth 1000 bonus points if you're not afoot.

BIG, BAD BOSSES

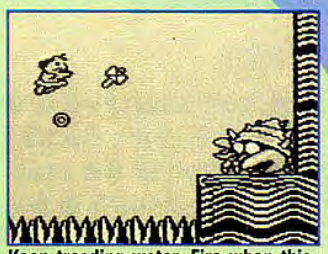
As if the creatures you meet during the stages aren't bad enough, you'll have to beat their boss before you can move on to the next Island. And, at the end of the eighth Island, you'll find the biggest boss of all. You'd better be prepared and practiced before you face that fiend!



Fire before the centipede blinks and moves from upper right to left.



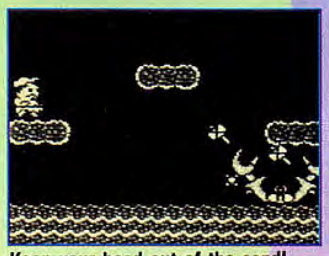
Fire before this wall-hugging hulk has a chance to get his feelers out.



Keep treading water. Fire when this cranky crustacean lifts its shell.

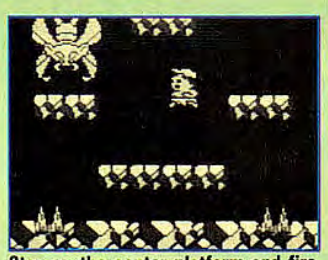
The scorpion moves from above to below. Shoot when its tail is up.

The final boss is a wasp with a wicked sting. Getting him to buzz off is a tough task!

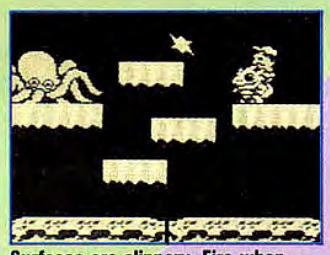


Keep your head out of the sand! Shoot before the pinchers reach you!

What a mean flying machine! Jump from cloud to cloud to avoid its fire.



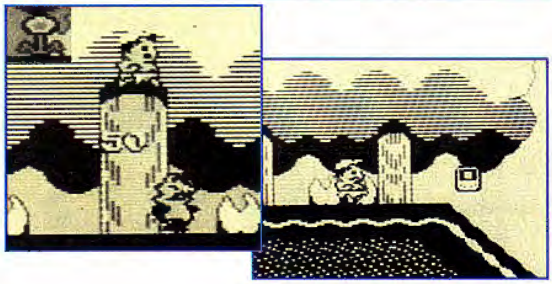
Stay on the center platform and fire when the bug lands right or left.



Surfaces are slippery. Fire when Octo forms on the right and left.

STALK THE WOLF

Another way to earn bonus points is to hunt down a Wolf. Flowers indicate where Wolves will appear, so watch for them. Find a Flower and wait for the Wolf to emerge. Take him out with two hits. When he's gone, a little Game Boy will show on your screen, and you will score 1000 bonus points. When you become a skillful hunter, you can amass serious points and be well on your way to tracking down Tina and taking on the Witch Doctor.



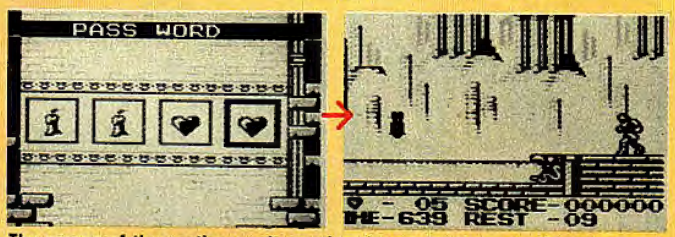
Game Boy Classified

Castlevania II: Belmont's Revenge

From Agent #205

Ten Fighters

You can blaze a trail through the vampire-ridden castles of Soleiyu Belmont's Game Boy adventure with ten chances instead of the usual three. Enter a password with Candles in the first two positions and Hearts in the second two positions. When you begin your battle, pause the action by pressing the Start Button. You'll have nine fighters in reserve.

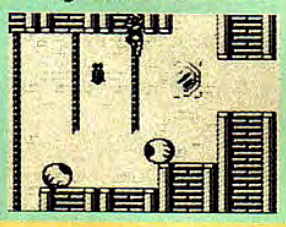


The creeps of the castles won't stand a chance when you begin with nine fighters in reserve.

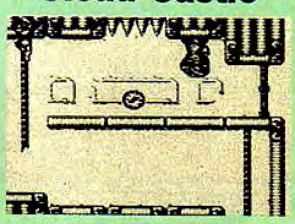
Hidden Rooms

There are secret chambers in each of the first four castles that you'll explore. You'll find them by climbing up through the ceiling. The photos below show ropes that lead to these chambers. Continue your climb on the ropes when you reach the ceiling and you will enter hidden chambers that house such special items as Crystals, Hearts and weapons. Two of the ropes in the pictured Crystal Palace area lead to separate hidden rooms.

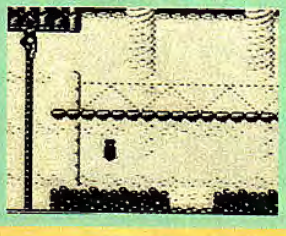
Crystal Castle



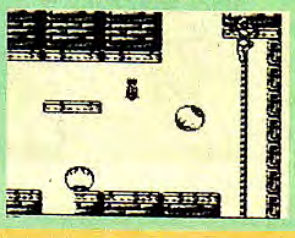
Cloud Castle



Plant Castle

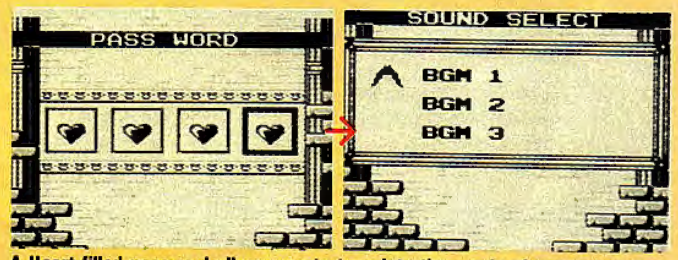


Rock Castle



Sound Test

The tunes behind Castlevania II: Belmont's Revenge can be singled out in a sound test. Enter Hearts in all four positions of the password and the tune titles will appear. Press Up and Down on the Control Pad to select the different pieces, press the A Button to start the music and press the B Button to stop it.



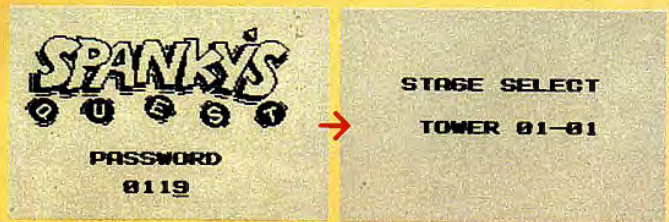
A Heart-filled password allows you to tune into the music of your adventure.

SPANKY'S QUEST

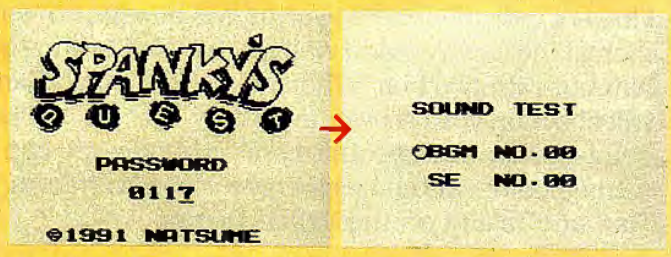
From Agent #119

Stage Select and Sound Test

Our agents have discovered passwords for this puzzler that allow you to begin on any stage and to listen to the music and sound effects before you play. Enter 0119 as your password to activate the Stage Select. Then press Up and Down on the Control Pad to change the stage number and press the Start Button to begin. The Sound Test can be accessed if you enter 0117 as your password. You'll be able to choose from background music and sound effects.



Enter 0119 as your password and you'll be able to begin in any of the game's stages.



Use the password 0117 to call up a test of the assorted sounds of the game.

NOW PLAYING

Title	Company	Play Info	Power Meter G	P	C	T	Game Type
Adventure Island	Hudson	1P	3.6	3.9	3.3	3.3	Comic Action
Bill Elliott's NASCAR Fast Tracks	Konami	GL/ PASS	3.0	3.1	3.3	3.3	Driving
Metroid II: The Return of Samus	Nintendo	1P/ BATT	4.1	4.3	4.3	4.3	Sci-Fi Adventure
Ninja Gaiden Shadow	Tecmo	1P	4.0	3.9	3.9	3.6	Ninja Action
Spanky's Quest	Natsume	1P/ PASS	2.9	3.0	2.6	2.9	Puzzle Action
World Circuit Series	Ultra	GL-4	2.8	3.2	2.6	2.6	Driving

Game Boy Chart Key:

Power Meter Ratings range from 1 (poor) to 5 (excellent).

1P=One Player
GL=Game Link-Two Players
GL-4=Game Link-Four Players
PASS=Password
BATT=Battery

G=Graphics and Sound
P=Play Control
C=Challenge
T=Theme and Fun

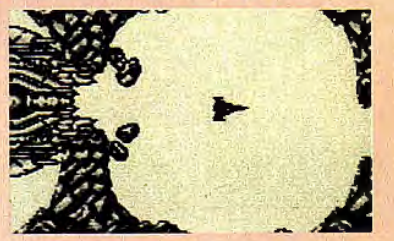
COMING SOON

The crew of the Starship U.S.S. Enterprise is beaming down to a Game Boy near you in an adventure that is completely different from the recent Star Trek release for the NES. It includes action scenes in space and on planet surfaces.

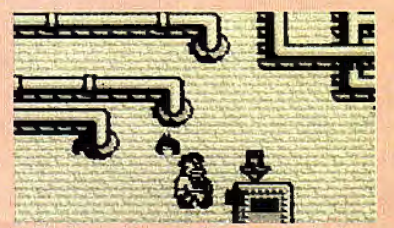
Gradius: Interstellar Assault is another upcoming sci-fi thriller from Konami. This one is quite similar in style to its Game Boy predecessor, Nemesis, and to the Gradius games available for the NES and Super NES. It opens with an exciting chase through a rocky area and continues through alien ruins and other intriguing space settings.

Now that they're movie stars and have their own NES game, the creepy, kooky Addams Family are on their way to Game Boy with an all new adventure that emphasizes action and humor.

The U.S.S. Enterprise weaves through an astroid field in Star Trek from Konami.



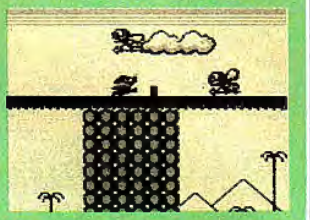
The Vic Viper takes off for a new mission in Gradius: Interstellar Assault.



Guide Gomez through his mansion in The Addams Family from Ocean.

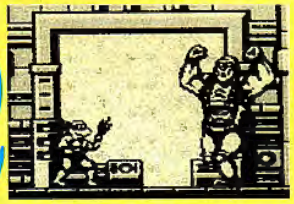
GAME BOY TOP 10

1 Super Mario Land



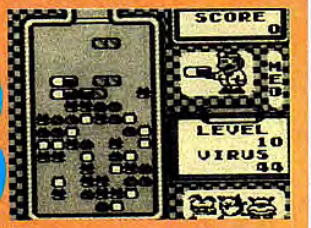
Mario continues his domination of the Game Boy and NES charts. He'll probably top next month's Super NES chart too!

2 TMNT: Fall of the Foot Clan



The Foot Clan may fall, but the heroes in a half shell remain steady in their Number Two position.

3 Dr. Mario



Most doctors stay in their offices, but this portable practitioner will go anywhere, including Number Three.

4. F-1 Race
5. Final Fantasy Legend
6. Castlevania: The Adventure
7. Operation C
8. Batman
9. Sword of Hope
10. Gargoyle's Quest

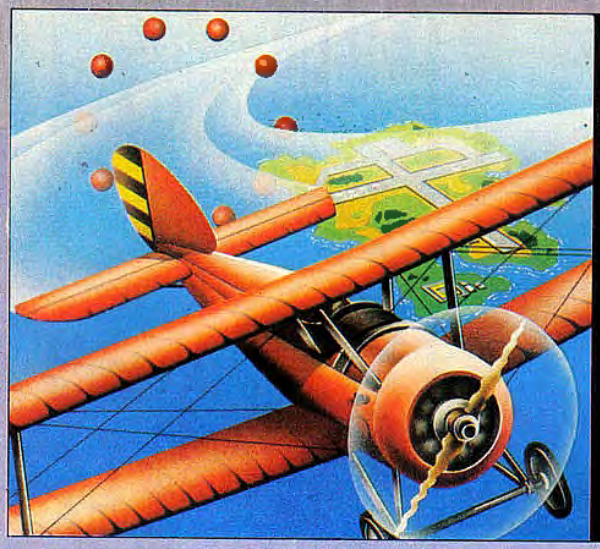
Game Boy Top 10 rankings are determined by the votes of the Pros at Nintendo HQ, sales at NES retailers and votes by readers of Nintendo Power. You can vote for your favorite Game Boy games by filling out your Player's Poll entry and sending it to us.

SUPER NINTENDO®
ENTERTAINMENT SYSTEM

In addition to our big ActRaiser review this issue, our Super NES coverage includes a focus on two other excellent titles. Pilotwings puts you in the air for various flying activities and Populous lets you control a planet and promote the growth of a primitive society.

THIS MONTH'S LINEUP:

PILOTWINGS
POPULOUS



©1991 Nintendo

Pilotwings™

Earn Your Pilotwings In A Realistic Flight Simulation

NINTENDO 8 MEGABITS SIMULATION

Soar With The Flight Club!

Welcome Flyers

If you've ever dreamt of breaking free from the ground and taking to the sky, then the Pilotwings Flight Club is for you. Our school offers expert instruction, lots of flight time and more varied types of flight than you'll find anywhere else. Fasten your safety strap, zip up your loose change and come fly with the Flight Club!

Earn Your License

When you succeed in each of the eight flight lessons and two helicopter rescue missions, you'll earn a license which will allow you to fly at that level whenever you return to the Flight Club. You'll begin by learning the basics of skydiving and piloting a light plane and you'll eventually graduate to the Rocketbelt and Hang Glider.

Take off with the Flight Club and earn your license in various flying events.

Meet Your Instructors

Tony

Shirley

Lance

Big Al

Our four flight instructors are licensed pilots who each have logged hundreds of flight hours. They oversee the four areas of the Flight Club and will give you both novice and expert lessons.

Learn The Basics Of Four Flight Forms

At the Flight Club, we specialize in light plane flight, skydiving, hang gliding and rocketbelting. We begin with lessons on the basics of these flight forms and continue with lessons on advanced techniques.

Your beginning lesson will cover landing a light plane and your first attempt at skydiving.

Light Plane

This biplane is built for easy maneuverability. When we take you up for your first flight, you'll follow a glide path and land the craft.

In advanced lessons, you'll target huge rings in the sky and later, arches on the ground.

A stable landing will help you earn your credentials.

Skydiving

We have you falling through hoops from your very first drop in this no net event. We'll take you up to 3,800 feet, so that you can negotiate three rings in freefall and aim for a big bull's-eye near the runway.

After you've fallen through the rings, pull the cord and aim for the bull's eye.

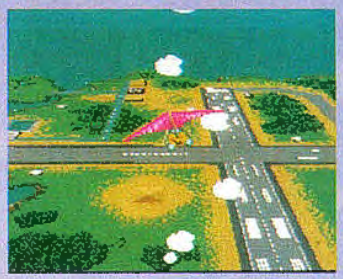
Rocketbelt

This experimental form of flight will be introduced in your second lesson. It has two jet speeds and can be flown both forwards and backwards. Your first test will be to fly through rings and land safely.

The novice lesson in rocketbelting requires that you fly through three slowly moving rings and land safely on the pad.

Hang Glider

You really have to know which way the wind is blowing in order to master the flight of the hang glider. In your third lesson, we'll introduce you to this tricky form of flight and teach you how to fly toward the lifting thermal currents.



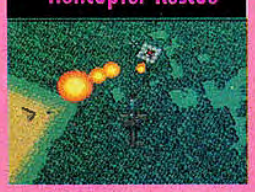
It's important to fly into the thermal currents for a lift in the hang gliding event.

Practice makes perfect in hang gliding.

Wait! There's More!

Once you've mastered each set of four lessons, you'll go up in a helicopter for exciting rescue missions. You'll also experience bonus flights after incredible landings.

Helicopter Rescue



Go up in a chopper to take out enemy cannons and save the Flight Club instructors.

Bonus Flights

Land on moving platforms and you'll take off for a trio of wacky flights.

Move Up In The Ranks Of Flyers

After each successful lesson, you'll earn a license which will allow you to move on to more difficult flying challenges. What follows is an outline for the first four lessons.

Pull off a perfect flight and your instructor will show a look of disbelief.

FLIGHT AREA 1

You'll have to earn a combined total of 120 out of a possible 200 points in the two tests of Lesson 1 in order to receive your Class A License. It should be a snap after a few tries.

Light Plane

Follow the glide path carefully so that you can earn points by hitting the floating spheres. Then bring your power down to about 20 or 30 percent as you near the landing strip and hit the brakes when you touch down.

SKYDIVING

You'll only have to move slightly in freefall in order to pass through the floating rings. Pull the cord when you are given the signal, then steer toward the goal and flare to slow your forward motion.

FLIGHT AREA 2

If you average 67 out of a possible 100 points in the three tests of this lesson, you'll earn the 200 points needed for your license.

Light Plane

Soar through three rings of descending heights, then line your plane up with the runway and land.

Skydiving

The landing target is much smaller in this second skydiving test. Be careful not to make a splash.

Rocketbelt

Your test will be to motor through three slowly moving rings and land on the bull's eye in the water.

FLIGHT AREA 3

If you're new to the hang gliding event, you should attempt it first in this lesson so that you can continue to retry it until you succeed.

Light Plane

You'll take off solo for the first time in this lesson. Then, you'll fly through a series of 15 rings and land.

Rocketbelt

Watch out! If you drop too quickly or if you run out of fuel, your landing will be pretty rough.

Hong Glider

Catch a thermal current to reach a height of at least 500 feet, then aim for the target and flare as you land.

FLIGHT AREA 4

You have four tests in this fourth lesson and you'll have to score at least 300 of the 400 possible points in order to graduate to the first helicopter rescue mission.

Sky Diving

The landing platform has decreased in size again. Accuracy is your key to success here.

Rocketbelt

The target rings move very quickly. You may have to pass them several times before you're successful.

Hang Glider

You'll have to pass through a ring twice before you land. Hit the thermal current between approaches.

Flights Continue

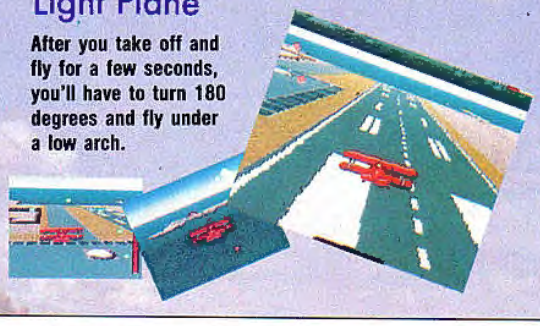
Once you earn your Class D License in Lesson 4, you'll be called upon to rescue your instructors by helicopter. Then the lessons will continue in adverse weather conditions.

A helicopter mission follows Lesson 4.

Lesson 5 takes place in the snow.

Light Plane

After you take off and fly for a few seconds, you'll have to turn 180 degrees and fly under a low arch.



POPULOUS™

THE FATE OF 1000 WORLDS IS IN YOUR HANDS

Acclaim
4 MEGABITS
SIMULATION

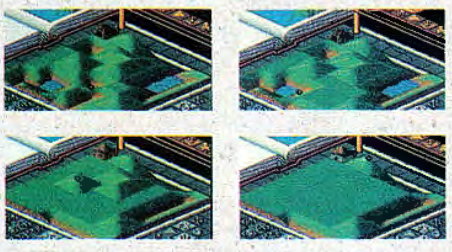
"Populous © 1990, 1991 Electronic Arts; © 1990, 1991 Imagineer Co., Ltd. Populous is a trademark of Electronic Arts. Licensed from Imagineer Co. Ltd."

CIVILIZATION DOESN'T COME EASILY

In Populous from Acclaim you are the Good Master helping a civilization grow from huts to castles. On the other side of the world, an Evil Master is doing the same thing. The Super NES makes possible the life-like, three-quarter view graphics and ominous sound effects.

FLATLANDERS UNITE!

As any historian will tell you, the roots of civilization are embedded in agriculture. In Populous, you can spur development of your people by raising or lowering the land so that they can grow crops. Wide plains will increase your population, which means more Manna, more Knights and a better chance to do unto the Evil Master before he does it unto you. Work quickly to reap your reward.



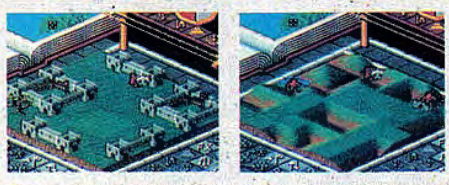
Tall mountains can be reduced to flat plains and the sea can be raised to create new land. You have the power to create the ideal conditions for growth.

As the population grows in an area, the buildings develop from crude huts to strong castles. A large flat area can support big buildings.

OMNIPOTENT POWERS

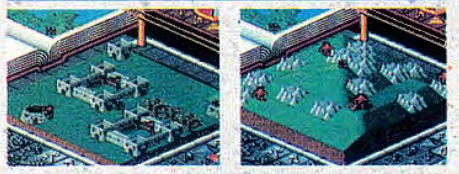
Depending on how much Manna you have built up, which is indicated by the arrow on the Manna Bar, you can inflict disasters on the enemy or create powerful Knights. Most disasters alter the land so that crops can no longer be grown in an area and the level of civilization falls.

EARTHQUAKE



Earthquakes shake the ground and lower high land. Areas that have been hit are unsuitable for growing crops, but the Evil Master may redevelop the land.

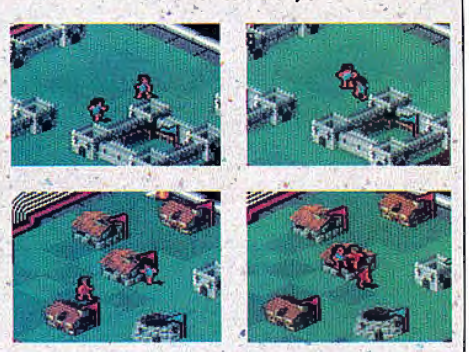
MOUNTAIN



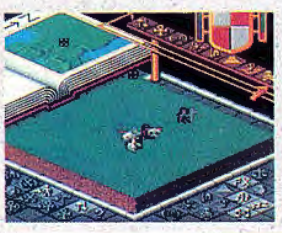
Raising a mountain in the midst of a plain destroys most of the Evil Civilization in the area. It is also difficult to turn rocky mountain terrain back into fields.

UP WITH PEOPLE POWER

The bigger your population, the better your chances for taking over the world for the cause of Goodness. Some of the ten types of terrain are much harsher than others, making it more difficult to increase your population. Your goal is to outnumber the enemy.



Control your population by using the Icon commands. The Leader and the Walkers (or followers) can be directed to create new settlements, attack the enemy, or both. Knights can be made to sack enemy settlements.



You can call up Armageddon–the final battle between Good and Evil--if you have the highest level of Manna.

THE VIEW FROM THE TOP

The most dramatic innovation made by the creators of Populous is the radical view of the game. You can see everything and control every aspect of the game from one screen. The only time you'll need a different view is when you access custom game options.

BOOK OF WORLDS
The Book of Worlds shows a complete map of the game world. Dots represent the population centers and a cursor shows the Close-Up Map position.

INFO SHIELD
The Info Shield shows the strength of the Shield Bearer and also contains information about both the Good and Evil populations.

CLOSE-UP MAP
The Close-Up Map shows Walkers, buildings and everything else in a small area of the world. Here you see the effects of floods, earthquakes and other events.

MANNA BAR
The arrow on the Manna Bar shows how much Manna you have earned and which commands you can use. When you make a command, you'll lose Manna.

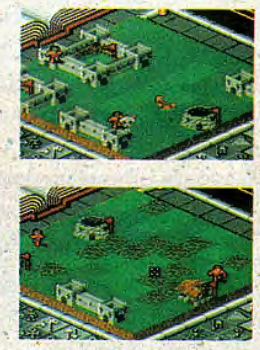
COMMAND ICONS 1
Many of the Command Icons on the left side of the board are used for viewing things. You'll also find the Papal Magnate Commands here.

COMMAND ICONS 2
Custom game options and disasters are controlled with the icons on the right side of the board. You can also create Knights and pause the game.

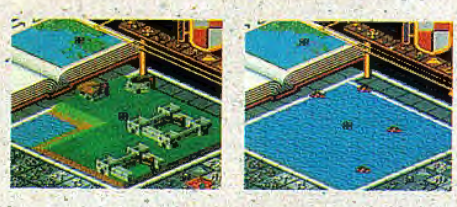
COMMAND PERFORMANCE

VIEW SHIELD
This command zooms the Close-Up Map to the Walker who is holding the Shield–the Shield Bearer. The Shield gives information on the Shield Bearer's strength and the overall population sizes of both the Good and Evil populations. You will also see battles animated on the Shield when the Shield Bearer clashes with the enemy.

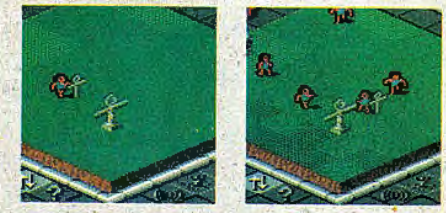
SWAMP THE ENEMY
Swamps can be used to drown your enemies. Placing swamps around a vital area such as the enemy's Magnate will make it difficult for Evil Walkers to reach the Magnate and become Leaders. Swamps can be located only on flat areas of the enemy's territory.



THE GREAT FLOOD
By using the Flood Command you will raise the level of the World's seas by one level, destroying buildings that are covered by the water. This command can be devastating to both Good and Evil populations, so use it with care.



GO TO THE MAGNATE
Walkers become Leaders only by touching the Papal Magnate, which is important because only Leaders can become Knights. The Magnate also acts as a beacon. You can move the Magnate, then command your people to go to it. In this way you direct their migrations.



HAVE A GOOD KNIGHT
If you have a high enough level of Manna, you can transform a Leader into a Knight. Each Knight searches out enemy fortifications and towns and attacks them. If he wins, he will burn the settlement and move on. The more Knights you have, the better off you will be, but it takes a lot of Manna to create just one Knight. Knights can gain almost invincible strength over time.

GAME SETUP
The Game Setup lets you customize your game. You can choose one of the ten different types of terrain, alter basic laws such as if Swamps are bottomless or not, or create a more difficult computer opponent. You can also save or load a game.

WORLDS TO CONQUER

Populous has ten unique landscapes. Many are whimsical worlds where the people become pigs or aliens, but the game remains the same. Many of the worlds have harsh environments where populations are slow to increase. There are 989 worlds in all.

GRASSY PLAINS

The Grassy Plains are suited to new settlements and growing population. The first world consists of Grassy Plains. The terrain is easy for Walkers to cross.

JAPANESQUE

Step into the world of medieval Japan where Samurai ruled the land. The buildings and people are not the only changes you'll notice. The terrain is more severe.

DESERT

The Desert is a harsh world where it will be difficult to increase your population of Walkers. The Walkers will also find the terrain difficult to cross.

FRANCAISE

The mild European landscape is conducive to the growth of civilization. It is neither too difficult nor too easy, just very French.

SNOW & ICE

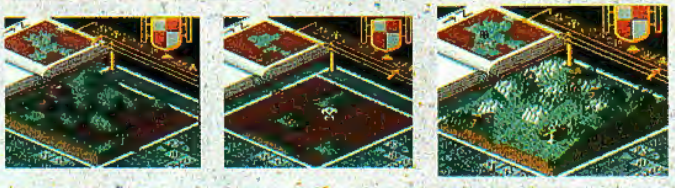
The icy land is difficult to cross, but the populations develop fairly rapidly. The terrain elevations are difficult to discern, which is an added challenge.

CAKE LAND

Cake Land is one of the sillier places in which you will find yourself. The buildings look delicious, but the inhabitants develop slowly.

ROCK & LAVA

Here is another world where life is difficult. The seas are lava and the land is infertile ash and stone, which takes a lot of Manna to manipulate.

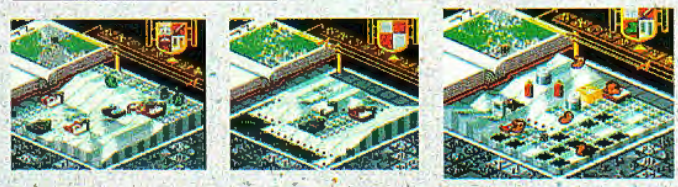


SILLY LAND

In Silly Land the people are aliens and the buildings are colorful space stations. This is a difficult world in which to get around for Walkers.

BIT PLAINS

The buildings in this unusual world represent different Nintendo hardware systems. You might not recognize some of the Japanese hardware models.



PIGLET WORLD

This world seems fairly mild, but the piglet inhabitants have no endurance for walking long distances. Flat lands and settlements are more their style.

ULTIMATE GAME BOY

FIRST PRIZE

Jon Wittwer
Ronan, MT

Jon's design caught our collective eye due to the super use of perspective, which makes the elements of the Game Boy seem to leap out. This design begs for a hot action game to boost its energy further.

FIRST PRIZE

Andre C. Bally
Humble, TX

Andre's entry appealed to our sense of the far-out, but it also had a practical side. You can really get a grip on hard games. Converting a real Game Boy over to Andre's design will be interesting.

FIRST PRIZE

Le-Duong Kligge
St. Lawrence, PA

Le-Duong's artistry can't be denied. The sense of balance and color made this design the best of the mural-type entries. What impressed us even more was Le-Duong's imaginative Nintendo jungle pyramid.

DESIGN CONTEST

The flood began two weeks after Volume 27 of Nintendo Power reached the mailboxes of America. Tens of thousands of you went artistically ape with sometimes whimsical, sometimes outrageous, and sometimes truly beautiful entries for the Ultimate Game Boy Design Contest. We received claymation models, pencil sketches, water colors, ink, crayon, tin foil and designs created from just about every material imaginable. There were Mario Game Boys, D&D Game Boys, TMNT Game Boys, Game Boys with grips, Game Boys with straps, and disguised Game Boys that looked like cans of soup or dollar bills. Choosing winners wasn't easy. So along with the winners and runners-up, we'd like to share with you a few more of these gems of creative magic.

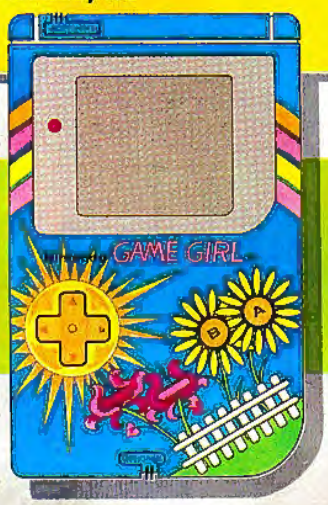
RUNNERS UP

The three first prize winners will have their designs converted into actual Game Boys by professional model makers. Each of the runners-up will receive one of the Game Boys featured in Vol. 27.

Chris Elsbree
Dunstable, MA

Chris created a clean and elegant, high-tech design.

LaFerna Walch
Addison, MI

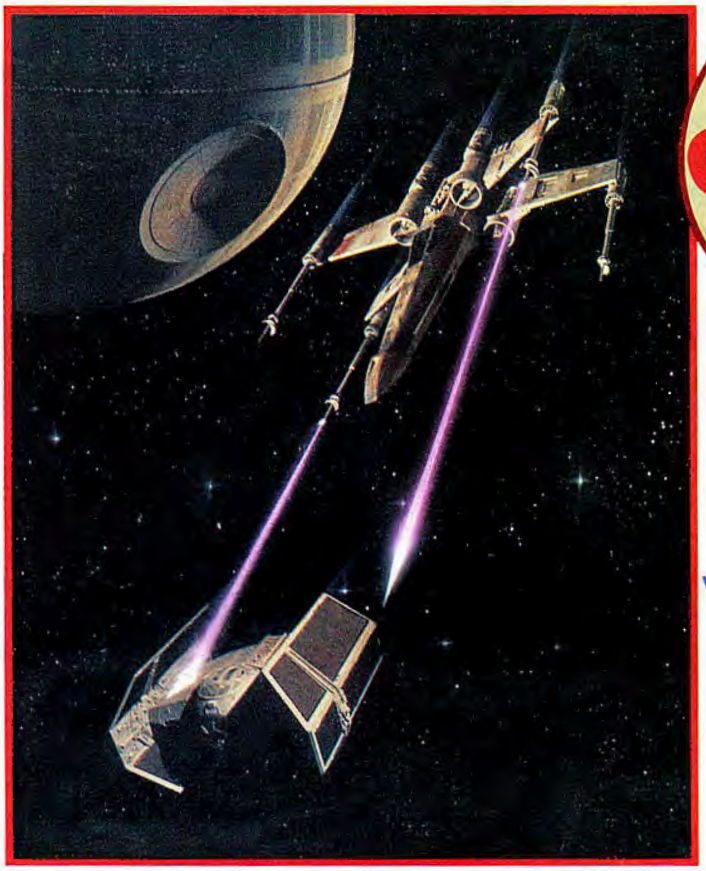


We received a lot of Game Girl designs, but LaFerna's was the best.

Betsy Grueninger
Hales Corners, WI

Betsy's "camouflaged" Game Boy shouldn't be hidden away.

PLAYER'S P



GRAND PRIZE

SPECIAL F/X STAR WARS™ EXTRAVAGANZA

SEE FOR YOURSELF HOW STAR WARS SPECIAL EFFECTS WERE CREATED!

- **Win a trip to Star Wars HQ!**
- **See how video games are made and play games under development by LucasArts Games**
- **See a special screening of Star Wars**
- **Tour Industrial Light & Magic to see how Star Wars effects were created**
- **Tour the Star Wars Archives**

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POLL CONTEST

SECOND PRIZE

STAR WARS MASKS

10 WINNERS!

- **A mask of a Star Wars hero—or villain**
- **A Star Wars Game Pak for your NES**

ATTENTION JEDI KNIGHTS!

To celebrate the release of the Star Wars NES game, limited screenings of Star Wars, the movie, will be held in specially selected THX theatres in ten cities nationwide. A whole new generation of Jedi Knights will experience Star Wars on the big screen—the way it was meant to be seen! The screenings will be held between December 21 and January 5 at the theatres listed below. Check the one nearest you for times.

December 21-26

Los Angeles, CA (Pacific's Crest Theatre) San Francisco, CA (AMC Kabuki 8) Chicago, IL (Cineplex Odeon McClurg Court) Dallas, TX (United Artists Plaza Theatre) Seattle, WA (Act III Crossroads Theatre, Bellevue)

December 31-January 5

Washington, DC (AMC Union Station 9) Boston, MA (GCC Chestnut Hill Cinema 5) St. Louis, MO (Wehrenberg Union Station 10) New York, NY (Loews Village Theatre VII) Atlanta, GA (GCC General Cinema, Parkside)

Tickets are available on a first come, first served basis, with a limit of two per order. To order, call 1-900-933-R2D2 ($1.00 for the 1st minute, $1.50 for each additional minute). Parents or guardians must call for children under 14. Any proceeds from the "900" calls will go to the Variety Club chapter in the towns where the screenings are held.

THIRD PRIZE

NINTENDO POWER JERSEYS

50 WINNERS!

OFFICIAL RULES
(NO PURCHASE NECESSARY)

To enter, either fill out the Player's Poll response card or print your name, address and telephone number on a plain 3"X5" piece of paper. Mail your entry to this address:

NINTENDO POWER
PLAYER'S POLL
P.O. BOX 97062
REDMOND, WA
98073-9762

One entry per person. Entries must be postmarked by January 1, 1992. We are not responsible for lost, stolen or misdirected mail. On or about February 15, 1992, winners will be randomly drawn from among all eligible entries and notified by mail. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for advertisements or promotions on behalf of "Nintendo Power" magazine or Nintendo of America Inc. without further compensation. Chances of winning are determined by the total number of entries received. The ratio of prizes to entry cards distributed is 1:1,350,000. Prizes are limited to one per household. Winners may not elect to substitute prizes. All prizes will be awarded. To receive a list of winners, which will be available after January 31, 1992, send your request to the address provided above.

GRAND PRIZE TRIP: Nintendo will arrange travel for the Grand Prize winner and one parent or guardian to LucasArts Games. Estimated trip value is $2,000. If over 18, Nintendo will provide transportation and accomodations for the winner and one guest. The winner must provide written release to Nintendo. This contest is not open to employees of Nintendo of America Inc., their affiliates, ogencies, or immediate families and is subject to all federal, state, and local laws and regulations. Void in Canada and elsewhere where prohibited by law.

NOW PLAYING

DEC. 1991

The end of the year has brought quality games for all three Nintendo game systems. This month's look at NES and Super NES games that didn't quite rate feature coverage but still deserve a second glance includes a new Disney TV show adaptation, a sequel to one of the first NES games, a couple of exciting sports games, Kevin McAllister's Super NES adventure and the sequel to the arcade/NES/Game Boy hit Paperboy.

TALESPIN

The high-flying bear, Balloo, takes off for an eight stage journey in Capcom's adaptation of the animated Disney series TaleSpin. As Balloo, you'll pilot the trusty Mini Sea Duck through one cargo delivery mission after another, taking on the forces of Don Karnage and his pirates. After each successful flight, you'll take the Sea Duck into the shop for repairs and to purchase special items such as a rapid fire attachment or extra chances to continue. The amount of work that you can have done to your plane depends on how many cargo crates and bags of money you hauled in during your flight.

Take to the skies as flying ace Balloo and fight off Don Karnage's forces.

If you fire your gun in the right places, you'll uncover balloon-filled bonus stages.

The Going Gets Tough

Since the Mini Sea Duck is armed with only one gun, firing directions are limited. You can fire directly to the right and diagonally up and down, or you can flip the plane with a push of the A Button and fire to the left side. It's impossible, though, to fire straight up or straight down, which makes for a challenging battle with enemies on the ground or at the top of the screen. Automatic scrolling also steps up the challenge of the game. You will often come across blocking obstacles that could crush you against the edge of the screen unless you move out of the way very quickly.

Large groups of enemies, fast scrolling action in crowded quarters and a lack of maneuverability make TaleSpin a game that action game novices may find to be frustratingly difficult. Check it out if you're looking for a challenge.

GOLF GRAND SLAM

Golf Grand Slam from Atlus is a game of planning and preparation. Once you line up your shot and pinpoint the part of the ball that is to be hit, the character on the screen automatically swings and sends the ball flying down the fairway. In order to aim the shot, you move a marker to the point on the course that you would like to reach, keeping in mind the average shot distance for each club.

Line up your shot, then let your character swing and connect.

Up to four players can participate in a tournament or one of two training modes. If you make a mistake, the computer will give corrective advice, and if you're in a training mode, you'll be able to try the same shot again.

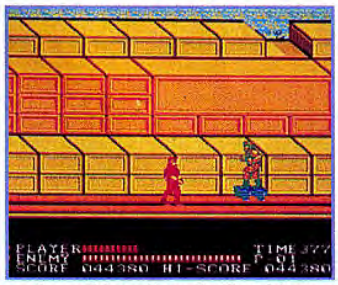
Know Your Options

There are several decisions that you must make in order to have a successful round. Before you begin, you can select your clubs and adjust their maximum shot distance. Once each shot is lined up, you can change your club and your grip, adjust your stance and select the type of shot. Once the shot is set, have your character hit the ball down the course.

You'll do well if you make the right decisions in preparing for the round and setting up your shot. Select your clubs and set their shot distances. When you're in the midst of the round, you can adjust the conditions behind every shot.

KUNG FU II

One of the first fighting games ever made for the NES has finally inspired a sequel. Irem's Kung Fu II is a punching, kicking and jumping game in the tradition of its predecessor. New features include many more settings, plus cinema scenes that tell the story as you get further into the mission. While the game is more advanced than the original Kung Fu, it is still very basic when compared to the Double Dragon games and the Ninja Gaiden series. Your fighter, for instance, can only make three moves, and he has no special weapons.

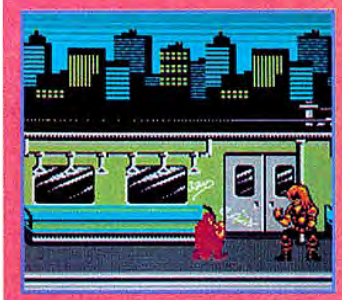


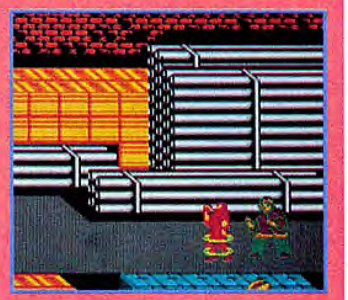
Punch and kick your way through the many settings of Irem Kung Fu II and keep moving forward.

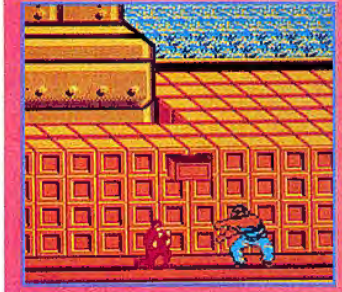
Cinema scenes tell the story as you advance through your mission.

Gear Up For A Fight

You'll take on a leader of the enemy force at the end of every stage. They all have different weapons and fighting techniques. Some throw objects while others are just generally strong fighters. You'll do well if you work in close, hit them quickly two or three times, then move away as they execute their special moves. If you're an experienced fighting game player, you'll be able to master the game quickly and fight to the end of the mission.

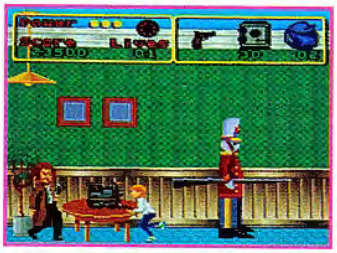






HOME ALONE

Kevin McAllister is home alone and a pair of burglars who call themselves the wet bandits have put together a gang of hoodlums to take advantage of his predicament in THQ's Home Alone for the Super NES. It's your job to guide Kevin through four stages of crime fighting action as you attempt to gather the family's prized possessions and put them away in a safe place. You can stun the crooks with several kinds of weapons while you run through the house in search of valuables.

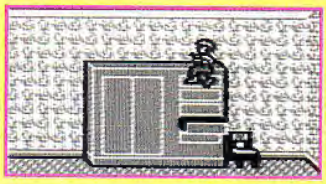


Avoid contact with the crooks and collect the valuables scattered throughout the house.

Digitized scenes from the movie show off the dazzling graphic capabilities of the Super NES.

Three Games—One Title

THQ is releasing an adaptation of Home Alone for each of the three Nintendo game systems. The Super NES and Game Boy versions are similar to each other in story line and game play while the NES version is a different game entirely. In this game, Kevin's object is to avoid contact with the wet bandits for 20 minutes while the police make their way to the house. When the crooks are temporarily caught in Kevin's traps, he can race by them unharmed and hide in other parts of the house. The game plays like an updated version of Pac Man or countless other chase games.



Home Alone for the Super NES (top left) and Game Boy (top right) follow the same basic design while the NES game (bottom right) is quite different. Check out our last issue for a more detailed look at the graphics of the Game Boy version.

PAPERBOY 2

Mindscape's Super NES update of the classic game Paperboy follows the trials and tribulations of a Paperboy or Papergirl with a fun and comic style. As you steer your bike through a week of newspaper deliveries, you'll have to avoid the likes of runaway baby carriages, ghoulish creatures and cannon fire. After you survive each route, you can try your hand at a tricky obstacle course.

Steer around the many obstacles that threaten to cut short your paper delivering career and hit enemies with papers to stop them cold. You'll find newspaper bundles for extra ammo.

Accuracy Counts

Your subscribers want the paper in their box every day and they won't accept anything but perfection. If you miss a box once, you'll lose that house on your route. Your goal is to make it through an entire week, missing as few boxes as possible. There's no turning back, so you'll have to hit them on the first try.

Missed paper boxes will result in cancelled subscriptions. When you return to houses that you've missed, the paper boxes will be gone. If you miss all of the boxes on your route, you'll be out of a job. Practice your tosses and aim carefully.

BILL LAIMBEER'S COMBAT BASKETBALL

Basketball courts become battlegrounds in this Super NES spoof on the future of the sport from Hudson Soft. Android duplicates of Detroit Piston Bill Laimbeer and other aggressive robot players have it out in an overhead perspective game with very simple play control. The Control Pad is used to move the player that is closest to the ball while the B Button controls passing, shooting, jumping and punching.

The rules are that there are no rules in combat basketball.

Build A Perfect Team

Save your dough to buy experienced players.

In addition to buzz saws, missiles and land mines, there are coins on the court that add to your post-game purse. When you earn enough money, you can buy robots that excel in six important skills: speed, agility, shooting, passing, aggression and strength. The most powerful and most expensive robot is the Bill Laimbeer model. Earn enough money and you could fill your team with Laimbeers!

YOUR GUIDE TO THE LATEST NES RELEASES

TITLE	COMPANY	PLAY INFO	POWER METER RATINGS G	P	C	T	GAME TYPE
The Addams Family	Ocean	1P	3.3	3.1	2.9	3.1	Comic Action
Barbie	Hi Tech	1P	2.7	2.8	2.9	2.9	Comic Action
Batman: Return of the Joker	Sunsoft	1P/PASS	4.2	3.5	4.1	4.1	Comic Book Action
Golf Grand Slam	Atlus	4P-A/PASS	3.2	3.1	3.2	3.4	Golf
Irem Kung Fu II	Irem	1P	3.1	3.3	2.9	2.7	Street Fighting
TaleSpin	Capcom	1P	3.4	3.3	3.0	3.2	Airplane Action
Tiny Toon Adventures	Konami	1P	3.6	4.0	3.8	3.7	Cartoon Action
Treasure Master	American	1P/PASS	2.8	2.3	2.7	2.6	Treasure Hunting Action

AND SUPER NES RELEASES

TITLE	COMPANY	PLAY INFO	POWER METER RATINGS G	P	C	T	GAME TYPE
The Chessmaster	Mindscape	2P-S	2.8	3.7	3.4	3.3	Chess
ActRaiser	Enix	1P/Batt	4.5	3.2	4.1	4.0	Epic Adventure
Bill Laimbeer's Combat Basketball	Hudson	2P-S/Batt	3.1	2.9	3.2	3.3	Combat Basketball
Home Alone	THQ	1P	2.8	3.2	2.7	3.1	Comic Action
Paperboy 2	Mindscape	2P-A	3.3	3.3	3.2	3.3	Arcade Action
Pilotwings	Nintendo	1P/PASS	3.9	3.9	3.6	3.8	Flight Simulator
Populous	Acclaim	1P	3.7	3.0	3.9	4.0	Simulation
True Golf Classics—Waialae Country Club	T & E Soft	4P-A/Batt	3.9	3.4	3.7	3.7	Golf

LISTING KEY

You can get the most out of our game listing by understanding the categories. Title, Company and Game Type are self explanatory. Use this Key to understand Play Info and the valuable Power Meter ratings.

PLAY INFO

Games are made to be played with one to four players. Some also employ a battery or password to save game play data.

1P = ONE PLAYER
2P-S = TWO PLAYER SIMULTANEOUS
2P-A = TWO PLAYER ALTERNATING
4P-A = FOUR PLAYERS ALTERNATING
PASS = PASSWORD
BATT = BATTERY

POWER METER

The Pros at Nintendo HQ rate each new game. Ratings are from 1 (poor) to 5 (excellent) in four areas.

G = GRAPHICS AND SOUND
P = PLAY CONTROL
C = CHALLENGE
T = THEME AND FUN

NES ACHIEVERS

Here they are, top scores from red hot power players! If you'd like to see your achievements listed with those of other game masters, rack up the high scores and send your photos in. If your scores are among the best we receive, they might just make our list!

ASTYANAX

David Paulina	Los Angeles, CA	9,100,200

BATTLETOADS

Brian Willmott	Akron, OH	Finished
Jason Orlando	Lambertville, NJ	Finished
Eric Welch	Meridian, ID	Finished
Matt Dixon	Houston, TX	Finished
Ryan Dwyer	Voorheesville, NY	Finished
John Reed	Fenton, MO	Finished
Mike Heidenreich	Highland, MI	Finished
Joey Tolvay	Edmonton, AB	Finished
Jeff Cooper	Bend, OR	Finished
Michael Astete	Simi Valley, CA	Finished
Chris Chipman	Tucson, AZ	Finished
Henry Hughes	Stafford, VA	Finished
Chung Kang	Ewa Beach, HI	Finished
Cindy Kang & Paula Silvestre	Hilo, HI	Finished

BIGFOOT

Geoffrey Kimak	Laie, HI	Finished

CASTLEQUEST

Betty Villa	Yuba City, CA	Finished
Richard Tuck	El Cerrito, CA	Finished

CONQUEST OF THE CRYSTAL PALACE

Matt Osborne	Cincinnati, OH	Finished
Emilio Romero	Santa Fe, NM	Finished

DÉJÀ VU

Timothy Davis	Lakeland, FL	Finished
Cory Bailey	Orange, MA	Finished
James Horton	Herndon, VA	Finished
Jeramiah Heller	Fort Ord, CA	Finished
Heather Richardson	Old Bridge, NJ	Finished
Josh Finn	Cortland, NY	Finished

DICK TRACY

John Sheaffer Jr.	Perryville, MD	Finished

DRAGON SPIRIT

Andrew Green	Newport, TN	Finished

DR. MARIO

Dorothy Sommers	Miami Beach, FL	2,191,700
Jasper Rosenberg	South Bend, IN	967,300
Dennis Gregorovic	Hamilton Square, NJ	843,800
Maria Lane	Lakewood, CO	706,300

FARIA

Glen Jones	Albany, OR	Finished
Josh Woods	Sheboygan, WI	Finished
Richard Chikamura	Seattle, WA	Finished
Warren Bushey & Jean Marshall	Gainesville, TX	Finished
Michael Starcher	Dallas, TX	Finished
Charles Harring	Holiday, FL	Finished
Jeff Yee	Calgary, AB	Finished
Sherri Louis	Williston, FL	Finished

G.I. JOE

Greg Palk	New Milford, NJ	Finished
Andrew Fitzgerald	Virginia Beach, VA	Finished
Joseph Orawsky	Philadelphia, PA	Finished

THE IMMORTAL

Evan Taylor	Conyers, GA	Finished
Dennis Tamosan	Hilo, HI	Finished

THE LITTLE MERMAID

Zachary & Shannon Skeens	Gas City, IN	Finished
Jenny Lively	Walnut Creek, CA	Finished
Mellissa Kaplan	Arcadia, CA	Finished
Tracie Hurst	Auburn, CA	Finished

NARC

Jimmy Ignatuk & Louey Simon	Williamsport, PA	9,749,250
Jeff Piercy	Pembroke, KY	1,581,500
Dan Englund	Tacoma, WA	1,537,700
Daniel Moore	Warrenville, IL	1,367,400

NOBUNAGA'S AMBITION II

Glenn Capparelli	Hasbrouk Heights, NJ	Finished

PINBALL QUEST

Freddie Hanson	Slidell, LA	9,999,990
Catalina Rodriguez	Greenfield, WI	8,259,580

PINBOT

Ray Runion	Summerville, SC	99,999,999
Ben Winkler	Madison, NJ	23,770,870
Will Holly	Carlsbad, CA	20,240,470

PIPE DREAM

Patricia Murphy	Lakewood, OH	8,388,500
Mark Thompson	Jacksonville, FL	5,566,300
Tina Bugan	Branchville, NJ	5,022,500

POWER BLADE

Michael Hitt	Scottsdale, AZ	Finished
Redentor Rigos	Los Angeles, CA	Finished
Brian Hitt	Marietta, GA	Finished
Aaron Armstrong	Atascadero, CA	Finished
Steven LoPorto	Union Beach, NJ	Finished
Ryan Carter	Aloha, OR	Finished
Brian King	Aurora, CO	Finished
Dave Graham	Akron, OH	Finished
John Kinsella	Dubuque, IA	Finished
Jonathan Snipes	Birmingham, AL	Finished
John Serakas	Schuylkill Haven, PA	Finished

REVENGE OF THE GATOR

Ben Trigg	Anaheim, CA	1,502,140

THE ROCKETEER

Clint Sausaman	Denver, IN	Finished
Jeremy DeWitt	Southern Pines, NC	Finished
Keith Wilcox	Hempstead, TX	Finished
Tom Eddie	Orlando, FL	Finished
James Farr	Owasso, OK	Finished
Jerry Stevens	Mountain Home, ID	Finished
Jason Ash	Lubbock, TX	Finished
Eric Pena	San Antonio, TX	Finished
Chris Donadio	Caldwell, NJ	Finished
Ryan Kelley	San Diego, CA	Finished
Angel Ramos	Passaic, NJ	Finished
Chad & Joshua Hett	Kingman, AZ	Finished

THE SIMPSONS: BART VS. THE SPACE MUTANTS

Bill & Aaron Carroll	Romeo, MI	Finished
Jared Hintz	Bismark, ND	Finished
Jay Cartwright	Raleigh, NC	Finished
Rachel Smith	Belvidere, NJ	Finished
David Trossman	Glenview, IL	Finished
Lance Black	Holden, ME	Finished

SKATE OR DIE II: THE SEARCH FOR DOUBLE TROUBLE

Keith Snyder	New Oxford, PA	213,200
Brandon Fenske	Rochester, MN	196,570
Michael Killoren	State College, PA	146,336

TOTALLY RAD

Michael Wong & Tito Soriano	Ashland, OR	Finished

THE UNINVITED

Mike Dobranski & Joe Sallitt	Dallas, PA	Finished
Fred Pellerito	Rolla, MO	Finished
Jeff Slutter	Brodheadsville, PA	Finished
Joseph Vernaci	Apple Valley, CA	Finished
Robert & Nancy Schneider	Thousand Oaks, CA	Finished
Julie Plewinski	Iron Mountain, MI	Finished
Mike Kolassa	Fraser, MI	Finished
Joey Sanchez	Kansas City, MO	Finished
Joseph Garcia	Carson, CA	Finished
Dim Sass	Newark, CA	Finished
Ken Quaranto & Roseann Bedell	Centereach, NY	Finished
Ted Deverick	Zionsville, IN	Finished
Eric Karcher	Cary, NC	Finished

WHOMP 'EM

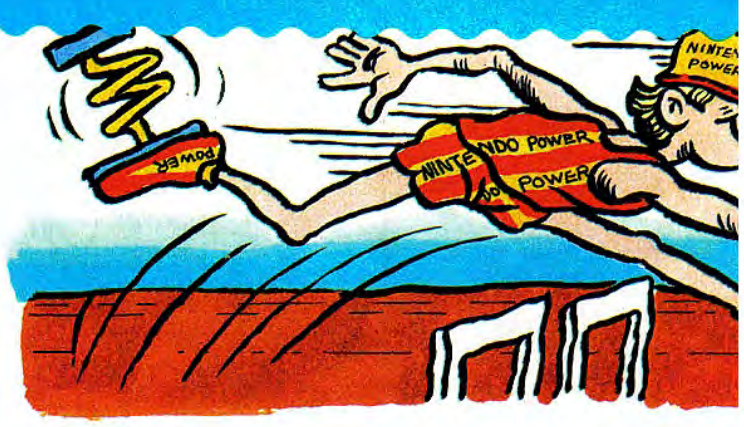
Jason Eckstein	Belvidere, IL	Finished

ARE YOU A POWER PLAYER?

If you want to see how you rate, record your power accomplishments on film and send them to NES Achievers. If yours is one of the highest scores we receive, or if you're one of the first to finish a game, your name might be listed in a future issue. When you take a picture of your television or Game Boy screen, hold your camera steady and use only natural light. For best results, use a 35 mm camera without a flash. We're starting to receive Super NES scores, too, so beginning next month, we'll be making some changes and including those top scores, too. Why not give it a shot? The only thing certain is that you won't make the list if you don't enter!

Send Your Entries To:

Nintendo Power
NES Achievers
P.O. Box 97033
Redmond, WA
98073-9733



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TOP·30

The NES is about to get bumped out of its solo spot on the Top 30. Beginning next month, we will expand our coverage to list the Top 20 games for Game Boy, the NES and the Super NES.

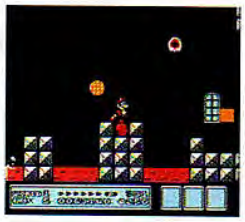
Use this color-coded key to check on your favorite games.

Newcomers appearing for the first time this month.

Games that have appeared between two and nine times.

Titles that have made the Top 30 ten times or more.

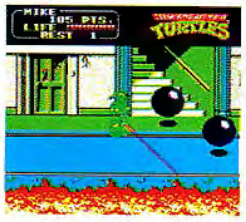
MONTHS — Number of months the games have rated in the Top 30.



1 — 8,825 POINTS — 26 MONTHS

SUPER MARIO BROS. 3

Still holding onto first, the famous bros. are taking it easy and basking in the spotlight.



2 — 5,912 POINTS — 11 MONTHS

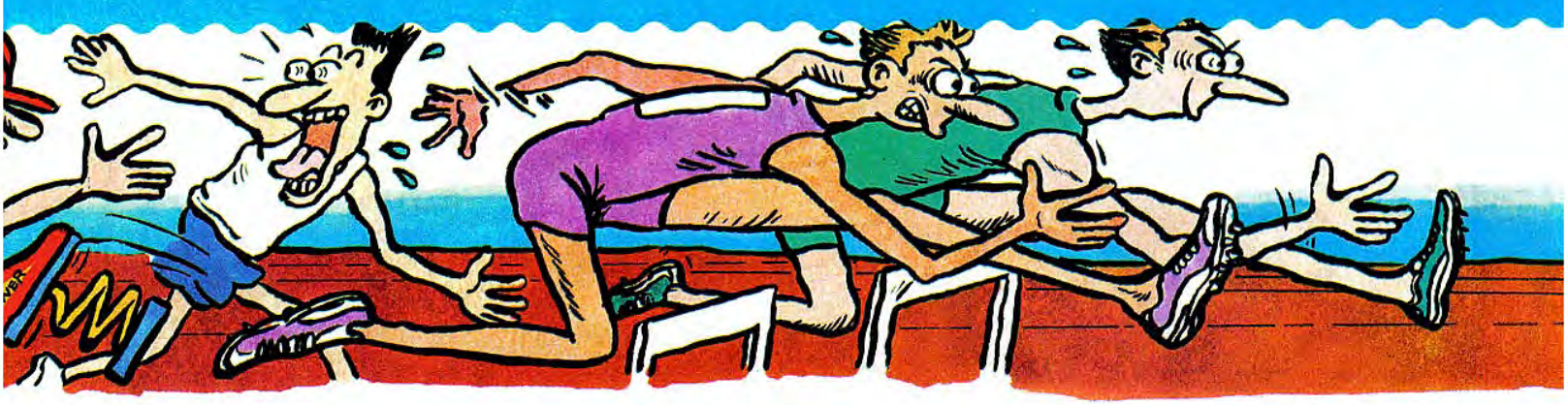
TMNT II: THE ARCADE GAME

Fast and furious arcade action appeals to the many avid followers of the tenacious Turtles.

3 — 5,898 POINTS — 16 MONTHS

FINAL FANTASY

Mystical, magical role-playing captures the fancies and fantasies of Final Fantasy fans.



4 | 5,572 POINTS | 4 MONTHS

BATTLETOADS

Zitz, Pimple and Rash make the scene and find their audience among action aficionados.

5 | 4,826 POINTS | 12 MONTHS

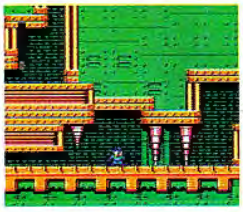
CRYSTALIS

Another mystical RPG, Crystalis incorporates time-traveling and magic to entice its fans.

6 | 4,429 POINTS | 12 MONTHS

DRAGON WARRIOR II

The land of Alefgard is the setting for puzzling events that add to the legend of Erdrick.



7 | 4,194 POINTS | 11 MONTHS

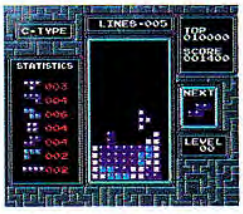
MEGA MAN III

Rush, the mechanical mutt, joins Mega Man in his third attempt to out-wit the wicked Wily.

8 | 4,002 POINTS | 8 MONTHS

THE SIMPSONS: BART VS. THE SPACE MUTANTS

It's mayhem when Bart takes on the suspicious space mutants that are posing as earthlings.



9 | 3,556 POINTS | 22 MONTHS

TETRIS

What more can we say? The challenge of this innovative puzzler continues to compel players.

10 | 2,791 POINTS | 37 MONTHS

SUPER MARIO BROS. 2

Our favorite plumbers hold a second spot in the top ten this month. What a dynamite duo!

11 | 2,712 POINTS | THE LEGEND ZELDA

12 | 2,574 POINTS | STARTROPICS

13 | 2,565 POINTS | DR. MARIO

14 | 2,416 POINTS | TECMO BOWL

15 | 2,367 POINTS | DRAGON WARRIOR

16 | 2,288 POINTS | WIZARDRY

17 | 2,245 POINTS | DESTINY OF AN EMPEROR

18 | 2,102 POINTS | MEGA MAN II

19 | 2,020 POINTS | MONOPOLY

20 | 2,009 POINTS | THE LITTLE MERMAID

21 | 1,914 POINTS | BASES LOADED II

22 | 1,631 POINTS | ULTIMA: QUEST OF THE AVATAR

23 | 1,589 POINTS | CASTLEVANIA III — DRACULA'S CURSE

24 | 1,544 POINTS | ZELDA II THE ADVENTURE OF LINK

25 | 1,480 POINTS | DOUBLE DRAGON III

26 | 1,414 POINTS | DOUBLE DRAGON II

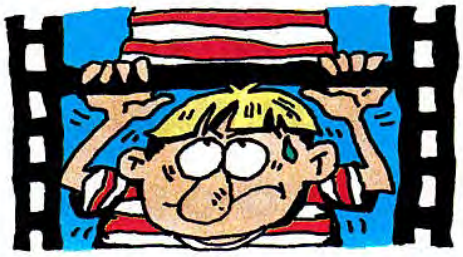
27 | 1,322 POINTS | NINJA GAIDEN II

28 | 1,313 POINTS | TEENAGE MUTANT NINJA TURTLES

29 | 1,052 POINTS | TMNT III: THE MANHATTAN PROJECT

30 | 990 POINTS | SOLSTICE

Players' Picks



GAME	PTS.
1. Super Mario Bros. 3	4,691
2. TMNT II: The Arcade Game	3,312
3. Mega Man III	2,487
4. Battletoads	2,093
5. Dragon Warrior	1,908
6. Final Fantasy	1,714
7. The Legend of Zelda	1,374
8. The Simpsons: Bart vs. the Space Mutants	1,371
9. Dragon Warrior II	1,111
10. Zeldo II—The Adventure of Link	1,071
11. TMNT III: The Manhattan Project	1,052
12. Mega Man II	1,023
13. Castlevania III—Dracula's Curse	989
14. Tetris	878
15. Super Mario Bros. 2	853
16. Double Dragon III	808
17. American Gladiators	760
18. Baseball Stars	743
19. StarTropics	705
20. Double Dragon II	700
21. Dr. Mario	678
22. Dragon Warrior III	631
23. Ninja Gaiden II	612
24. Crystalis	600
25. Super Mario Bros.	576
26. Disney's Duck Tales	575
27. Bases Loaded	552
28. Monopoly	544
29. Terminator 2: Judgment Day	495
30. Teenage Mutant Ninja Turtles	491

PLAYERS REMAIN LOYAL TO POPULAR PAKS

Longtime favorites—Mario, Mega Man, 'toads and Turtles—dominate the players' list.

Pros' Picks

GAME	PTS.
1. Crystalis	4,226
2. Final Fantasy	4,184
3. Dragon Warrior II	2,594
4. Wizardry	2,288
5. Battletoads	2,259
6. Destiny of an Emperor	2,245
7. StarTropics	1,869
8. Ultima: Quest of the Avotar	1,631
9. The Legend of Zelda	1,338
10. Solstice	990
11. Mega Man III	962
12. Battle of Olympus	850
13. Super Mario Bros. 3	836
14. Bandit Kings of Ancient China	794
15. Metroid	725
16. Faria	697
17. Ninja Gaiden III	683
18. Genghis Khan	641
19. Mego Man	628
20. Castlevania III—Dracula's Curse	600
21. Mega Man II	557
22. Nobunaga's Ambition II	543
23. The Immortal	529
24. The Uninvited	515
25. Batman	501
26. Maniac Mansion	487
27. Zelda II—The Adventure of Link	473
28. Dragon Warrior	459
29. Tetris	446
30. Dr. Mario	432

NO SURPRISES ON PROS' LIST

As usual, the pros pick mostly RPGs. The greater the challenge, the more they like it.

Dealers' Picks

GAME	PTS.
1. Super Mario Bros. 3	3,298
2. The Simpsons: Bart vs. the Space Mutants	2,631
3. TMNT II: The Arcade Game	2,600
4. Tecmo Bowl	2,416
5. Tetris	2,232
6. The Little Mermaid	2,009
7. Super Mario Bros. 2	1,938
8. Bases Loaded II	1,914
9. Monopoly	1,476
10. Dr. Mario	1,455
11. Battletoads	1,220
12. Little Nemo the Dream Master	983
13. Teenage Mutant Ninja Turtles	822
14. WWF Wrestlemania Challenge	766
15. Mega Man III	745
16. Dragon Worriar II	724
17. Double Dragon II	714
18. Ninja Gaiden II	710
19. Rad Racer II	704
20. Big Bird's Hide and Speak	699
21. Bugs Bunny Birthday Blowout	686
22. Double Dragon III	672
23. Paper Boy	657
24. Adventure Island II	587
25. Disney's Mickey Mousecapades	582
26. Disney's Rescue Rangers	569
27. Bill Elliott's NASCAR Challenge	561
28. Bottle Tank	554
29. Blades of Steel	538
30. Mego Man II	522

THE DEALERS' LIST RUNS THE GAMUT

From Bugs Bunny to Bases Loaded, their choices reflect consumer demand for variety.

CELEBRITY PROFILE

MAYIM BAILIK

If Mayim Bailik were to create a Nintendo video game, its players would reach new levels by discovering art and music or by saving a prince—instead of a princess. Its ultimate goal would be to become a complete and happy person. That doesn't describe your average video game, but then again, Mayim's not your average teenager.

The spunky 15-year-old star of the hit television series, "Blossom," is as versatile as she is talented and as smart as she is artistic. She's an accomplished actress and musician whose pastimes, to name a few, include singing, dancing, playing the piano and trumpet, making jewelry, saving the environment, hanging out with friends, playing Nintendo games, and keeping tabs on Crystal, her adopted whale.

In "Blossom," which airs on NBC, Mayim portrays Blossom Russo, a teenager in the throes of adolescence who is left to grow up in an all-male household after her parents' divorce.

Blossom faces the challenges of life with imagination and a healthy sense of humor, which makes her a lot like Mayim. In real life, Mayim has a real family that gives her the sense of security that Blossom sometimes lacks—but tries her best to overcome.

Mayim became an avid Nintendo fan when she first discovered Tetris. "I love playing video games because when I pick them up, I'm suddenly in a different world," she says. That is a familiar concept, considering that Blossom's anxieties are often reflected in a series of outrageous dreams, one of which included meeting ALF at the gates of Heaven!

The cast of "Blossom" has lots of fun on the set. Everyone plays Game Boy, and the technicians are so into Golf that they illuminate their Game Boy systems when the set is dimmed for taping. Mayim's favorite Game Boy game is Tetris doubles. She plays with co-star Joey Lawrence who, she says, is "really into Nintendo."

Mayim appears in a "Blossom" episode titled "The Geek" with Jenna von Oy, who plays Blossom's best friend on the show.

Mayim says that being on "Blossom" doesn't feel like work at all, and she hopes to continue with it for as long as possible. Although she has wanted to be an actress for as long as she can remember, Mayim couldn't convince her parents that she was serious about it until she was 11. At 12, she got her first big break in the feature film, "Beaches" as the young C.C. Bloom. The amazing performance she gave quickly elevated her to star status.

Mayim's impressive credits also include guest appearances on the TV series "Webster," "Empty Nest" and "Beauty and the Beast." A junior in Los Angeles County's Magnet program for gifted students, Mayim likes all subjects, especially math and science.

For a teenager like Mayim, who firmly believes that variety is the spice of life, playing Nintendo games is ideal fun, no matter what: "If I have nothing to do or too much to do, I play Nintendo games."

PAK WATCH

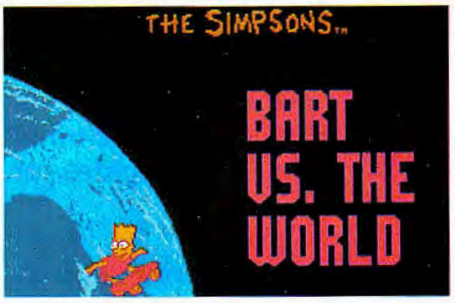
A LOOK INTO THE FUTURE OF NES AND SUPER NES GAME PAKS!!

It looks as if this new year will see some long-time favorite characters in new adventures along with an exciting crop of new games. For the NES, old favs like Mega Man and The Simpsons are sure to be huge. Super Off Road and Smash TV for the Super NES are also based on NES hits.

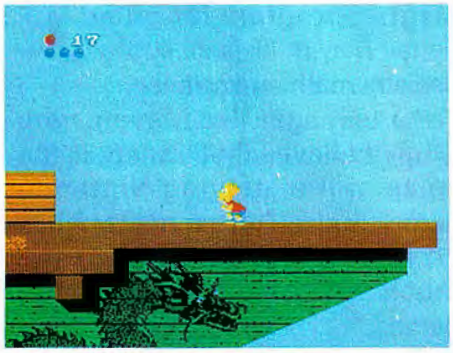
Just Around The Corner

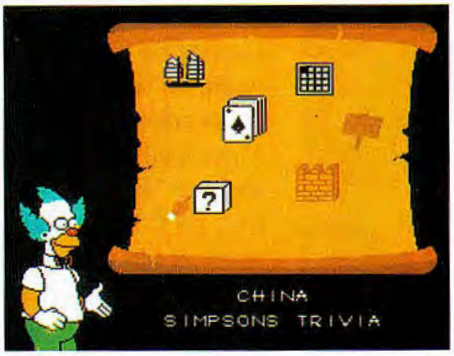
THE SIMPSONS: BART VS. THE WORLD

Bart is on his way back to the NES in The Simpsons: Bart Vs. The World from Acclaim and it looks like a definite improvement over the first Simpsons title for the NES. For one thing, the frame story is good enough to have been the basis of one of the TV episodes. Bart wins a Krusty the Clown art contest, the prize of which is a trip around the world for the entire Simpson clan. Actually, the entire contest has been rigged by Mr. Smithers as a means of getting rid of Homer's detested household. Once again



Bart plays the hero, but this time his actions make more sense. We thought some of the sequences rocked heavily, like Bart skateboarding at high speed on top of the Great Wall of China. Other options, like the matching game or puzzles, don't add much to the story or the fun, although the Simpson's Trivia game option will appeal to fans of the TV show. If Bart is your main dude, get set for this one sometime early next year.





Just Around The Corner

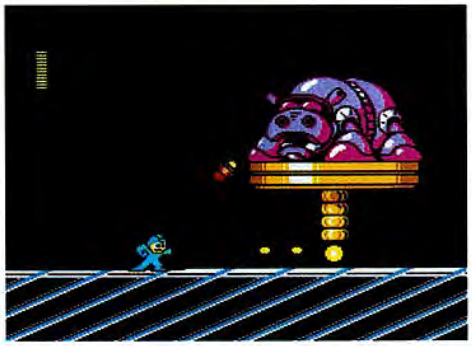
RAMPART

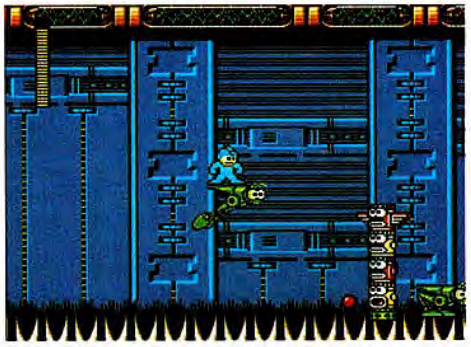
The innovative people at Jaleco who brought us Maniac Mansion are back at it again with a game called Rampart. Imagine Stratego, Tetris and Pirates all combined into one strategy/action game. Yep, we found it pretty hard to imagine, too. The idea is that your castle is being attacked by an armada from the sea. Position your cannons, then engage the enemy. After the shooting phase, in which you direct the cannon fire, rebuild and extend your ramparts with Tetris shaped blocks in preparation for further battle. It sounds complex, but we found that the interface was easy to master and the game was a blast.

Just Around The Corner

MEGA MAN IV

As unabashed Mega Man fans, we have been waiting for Capcom's sequel to a sequel to a sequel practically since the day we finished Mega Man III. The wait was worth it. From the opening story that introduces a new mega-villain, Dr. Cassock, to the jumping, sliding, climbing action of Mega Man, this game makes all the right moves. New stage bosses like Pharoa Man, Drill Man and Dive Man kept our Mega Busters blasting and, when we needed a boost, Rush the robotic pooch was there to help out. We walked on light beams and battled mechanoid monsters like a giant robotic hippo, mummy robots who threw their own heads and skeletoids who wouldn't quit. We even hitch-hopped on a robo-cricket to cross a floor of spikes. You'll definitely be hearing more about this one.





Just Around The Corner

MONSTER IN MY POCKET

For Monster In My Pocket, Konami scales down the monsters and heroes (who are also monsters) but keeps lots of big time fun. This Pak Watcher was hooked right from the beginning when asked to choose a character—either a vampire or a Frankenstein's monster. Yeah, no more mister nice guy! There's nothing nice about the gremlins, either, or the witches, gargoyles and just about every other nasty thing under the moon that are after you. Climbing gigantic chairs and sliding down banisters to escape the mutants is all part of the nightmare. A special double jump gives you extra height for reaching those hard-to-reach places—like the rim of a coffee cup. You can team up with a friend for simultaneous monster mashing or go it alone against the ghouls. Although the incredible shrinking monster idea isn't exactly new, the action is intense and the bosses are daunting and haunting.

SUPER NINTENDO®
ENTERTAINMENT SYSTEM

DEVELOPMENT DISPATCH

The two games featured this time in the Super NES Development Dispatch have already proven their success with NES versions. So why bring out Super NES versions, you might ask. One reason is that the programmers can include better control and more game options as well as the high-octane graphics and sound that we'd expect from a Super NES Pak. The result is exciting new games with a familiar feel.

Just Around The Corner

SUPER OFF ROAD

Super Off Road from Tradewest looks sophisticated and sounds sophisticated, but the action is down and dirty. As NES Super Off Road fanatics already know, the game pits four off road trucks against each other and some totally killer tracks. The more you win, the more money you'll earn for improving your truck with shocks, engines, tires and Nitro. This Super NES version scores over the original in the hard, rocking sound track and sound effects, plus the great graphics. The only drawback is that only two players can drive head-to-head, unlike the NES version's four- player option. Items and money still appear on the track, and the challenge remains as intense as ever. We had the most fun on the two-player simultaneous option, bashing our way to victory.

Just Around The Corner

SMASH TV

Smash TV from Acclaim picks up where Rollerball and The Running Man left off. You become the contestant battling both for his life and untold riches. The award-winning arcade version of this game has become one of the highest ranked quarter munchers of the past year. Our quick peek at the early Super NES version reveals a good reason for devotees to start saving their quarters now. The graphics and options such as stage select are first rate. The only drawback was that we had only two-player simultaneous action. As for the game action, the combatants do everything but smash your TV.

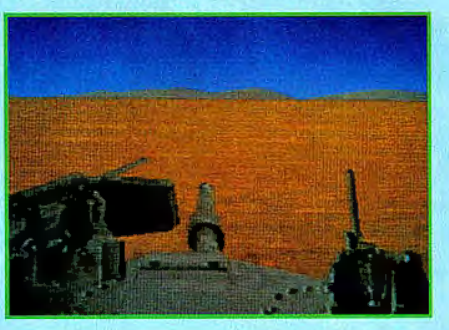
GOSSIP GALORE

THE SUPER CONNECTION

Nintendo's newest arcade machine—the Nintendo Super System—was unveiled earlier this year at an annual Coin-Op show. The new units feature hit games like Super Tennis, F-Zero and Super Mario World that are also available for the Super NES. Instead of buying time in games like SMW, the Super System allows you to buy extra lives so you can continue.

DIGITIZED!

We don't pretend to be able to read the future here at Pak Watch, but from time to time we get an enticing glimpse of things to come. One game due out in '92 is leading the way toward virtual reality with digitized graphics. Super Battletank from Absolute features graphics that are reproductions of actual photos that have been broken down into digital bits. In digital form, the photos can be programmed into the game. The game itself is based on the Persian Gulf conflict and looks so real that you'll wonder if it's Super NES or CNN.



RUMOR WRAP UP

The raddest, baddest mutant rumor is that the Turtles from Konami will be back in '92 on both the NES and Super NES. For those of you with a taste for music rather than pizza, check out the Super NES version of The Software Toolworks Miracle Keyboard (pictured) with enhanced sound and graphics.

PAK WATCH

NES PLANNER

COMING SOON

Attack of the Killer Tomatoes
Avengers
Bio Force Ape
Bucky O'Hare
Contra Force
Cyberball
The Empire Strikes Back
G.I. Joe 2
Hammerin' Harry
Mega Man IV
Might & Magic
Monster In My Pocket
Nightshade
Overlord
Rampart
Rocky
The Simpsons: Bart Vs. The World
Terminator 2: Judgement Day
TMNT III
Toki
Toxic Crusaders
Ufouria
Uncharted Waters
Wizards & Warriors III

SUPER NES PLANNER

COMING SOON

Castlevania IV
Joe & Mac
Lemmings
Nolan Ryan's Baseball
PGA Tour Golf
RPM Racing
Smash TV
Super Battletank
Super Off Road
Super Play Action Football
TMNT IV
Wanderers From Ys

NINTENDO POWER® Bulletin Board

BACK ISSUES

Nintendo Power's back issues are available individually. Add them to your collection! They contain these exciting reviews:

Volume 14 (July/Aug. '90): Rescue Rangers, Snake's Revenge, Solstice, Crystalis.
Volume 16 (Sept./Oct. '90): Maniac Mansion, Final Fantasy, Roller Games, NES Play Action Football, Snake Rattle 'N Roll, Kickle Cubicle.
Volume 18 (Nov./Dec. '90): Dr. Mario, Castlevania III — Dracula's Curse, Little Nemo the Dream Master, Solar Jetman.
Volume 20 (Jan. '91): Mega Man III, Déjà Vu, Gremlins 2, The Immortal.
Volume 21 (Feb. '91): StarTropics, TMNT II: The Arcade Game, Quantum Fighter, Magician, Ultima: Quest of the Avatar.
Volume 22 (March '91): MetalStorm, StarTropics, G.I. Joe, Hudson's Adventure Island II.
Volume 23 (April '91): Power Blade, Sword Master, Totally Rad, Monopoly.
Volume 24 (May '91): Vice: Project Doom, The Adventures of Lolo III, The Rocketeer, The Lone Ranger.
Volume 25 (June '91): Battletoads, Day Dreamin' Davey, NES Open Tournament Golf.
Volume 26 (July '91): Robin Hood, Rockin' Kats, The Little Mermaid.
Volume 27 (Aug. '91): Ninja Gaiden 3, Dragon Warrior II & III, Darkman.
Volume 28 (Sept. '91): Super Mario World, Star Wars, Smash TV, Kick Master.
Volume 29 (Oct. '91): F-Zero, Star Trek, Roger Clemens MVP Baseball, Metroid, Shatterhand.
Volume 30 (Nov. '91): Final Fantasy II, The Flintstones, Tom & Jerry, Where in Time is Carmen Sandiego?

To order your back issues, use the order form in this issue.

STRATEGY GUIDES AND TIP BOOKS

Nintendo Power's Strategy Guides and tip books cover some of the most popular games ever and contain the most complete information there is.

Strategy Guides Now Available:

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Volume 17: Final Fantasy
Volume 19: 4-Player Extra

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The Legend of Zelda: Tips and Tactics
How to Win at Super Mario Bros.

Player's Guides available now at $15 each:

—The NES Game Atlas
—The Game Boy Player's Guide

To order the strategy source of your choice, use the order form in this issue.

SPECIAL OFFERS

Issues from our first two years are available only in special collector's sets. You won't find these issues at newsstands, and you won't find this information anywhere else!

The First-Year Set includes in-depth reviews of the following games:

—Super Mario Bros. 2
—Ninja Gaiden
—Castlevania II—Simon's Quest
—Zelda II—The Adventure of Link
—Teenage Mutant Ninja Turtles

The Second-Year Set covers these games:

—Mega Man II
—Dragon Warrior
—Super Mario Bros. 3
—Tetris
—Final Fantasy

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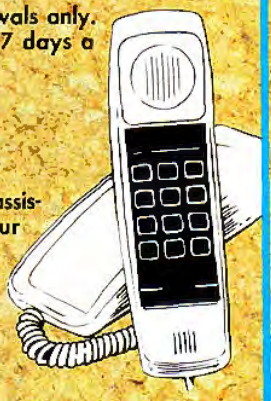

Game Counseling
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Stumped by a game? Call our Game Counselors for help between 4 a.m. and midnight Pacific time, Monday through Saturday, or 8 a.m. and 5 p.m. Sunday. It's long distance, so before you call, be sure to get permission from whoever pays the bills.

PLAYER'S POLL CONTEST WINNERS FROM AUGUST 1991

GRAND PRIZE: BILL & TED'S TELEPHONE BOOTH AND A YEAR'S PHONE BILLS

WINNER: Kenneth Grayson Ellisville, MS

SECOND PRIZES: BILL & TED'S EXCELLENT VIDEO GAME ADVENTURE GAME PAKS AND BILL & TED'S EXCELLENT ADVENTURE VIDEO TAPES

WINNERS: Jeremy Aldrich, Lee, ME; James Allison, Erie, PA; Shiheed Austin, Trenton, NJ; Tony Baldwin, Port Saint Lucie, FL; Soren Carpenter, Twin Lakes, WI; Jeremiah Clifft, Pitkin, LA; Shannon Darm, Blissfield, MI; Joseph J. Gonzales, Roswell, NM; Josh Goodfellow, Santa Clara, CA; Steven Hopler, Matawan, NJ; William Hornat, Hayward, WI; John Hubka, Naperville, IL; Dan Jones, Carlton, MN; David Kerschner, Mohnton, PA; Joshua Lanman, Shelton, WA; Jason Lyons, Jacobus, PA; Philip Landreth, League City, TX; Barbara Marks, Massillon, OH; Josh Nelson, Sweetwater, TN; Abe Rodriguez, San Gabriel, CA; Aaron Smith, Garden City, MO; Brandon Talbot, Livonia, MI; Daniel Timm, Sheboygan, WI; Mart Walters, DeGraff, OH; Shane Walton, Mobile, AL.

THIRD PRIZES: NINTENDO POWER JERSEYS

WINNERS: Jessie Ray Allen, Sumrall, MS; Andy Askew, Lake Charles, LA; Kristin Bednarz, Slaton, TX; Russell Bent, Rockville, MD; Shauna Bredemeyer, Austin, TX; Charlie Brokovich, Fairfax Station, VA; Christa Brown, Potsdam, NY; Ryan Brown, Fountain Valley, CA; Mike Bush, Concord, MA; Brian Carpentieri, Yonkers, NY; Derek Cope, Panama City, FL; Catherine Corne, Swannanoa, NC; Vlad Domitrasw, Fountain Valley, CA; Jason Duncan, Lake Charles, LA; Sean Fiore, Green Creek, NJ; Andy Francis, Killeen, TX; John Frazier, Columbia, SC; Michael Henderson, Suffern, NY; Brandon Hunt, DeWitt, IA; Kevin Hychie, Vance, AL; Erik Johnson, Bellmawr, NJ; David Josephitis, South Holland, IL; Jon Kreuz, Naperville, IL; Heath Lancaster, Cedarville, AR; Michael Lange, Concord, NC; Brad Livingston, El Cajon, CA; Russ J. Mackowski, Parma Heights, OH; Francis Martinez, Hialeah, FL; Matt Nelson, Bessmer, AL; John Osowski, Blue Springs, MO; Enrique D. Perez, Junction City, KS; Micah Peterson, Clovis, CA; Shilo Preston, Opelika, AL; Matthew Reinert, Bismarck, ND; Conner Richardson, New Orleans, LA; James Rugen, Ronkonkoma, NY; Linda Slade-Cook, Fort Myers, FL; KennethSprague, Cedar Grove, NJ; Bill Stewart, Satellite Beach, FL;Justin Taylor, Strafford, MO; Johnny Thomas, Lakeland, FL; Alex Tosspon, Norman, OK; John Touhey, Monterey, CA; Joseph Tuggle, Southbury, CT; Jason Vaughn, Iuka, MS; Dennis Wilson, Wolcott, CT; Sara Wojack, Fairfield, FL; Zach Wood, Worthington, IN; Shaun Woodruff, Ogden, UT; Jonathan Yung, Monterey Park, CA.

NINTENDO POWER®

NEW AND IMPROVED

COMING IN JANUARY

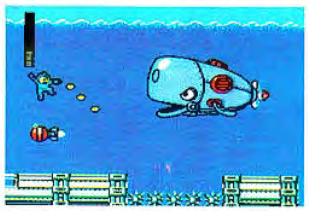
BIGGER BETTER BLOCKBUSTERS

Beginning next month, we're adding regular comics that feature your favorite Nintendo characters. Every issue will be 16 pages longer than before!

NES, Super NES and Game Boy departments will be color-coded and easier to find. The Top 20 for each system will be listed in a new feature that replaces Top 30.

No matter which systems you have, you can count on complete coverage of the best games! Next month's powerhouse issue reviews the latest and greatest for each system, then, in a special preview, takes a look at an eagerly-awaited sequel, The Legend of Zelda—A Link to the Past.

NES



Next month, Mega hero Mega Man returns in a huge four-megabit adventure to fight a vile new villain, Dr. C.

SUPER NES

We previewed Castlevania IV in September. Now go back to the beginning with the Belmonts in a complete review.

A Link to the Past? Find out what skeletons are hiding in Link's closet next month in a special preview.

GAME BOY

The Turtles have sanitized the city sewers and reappear on the streets in their most exciting adventure yet.

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